FILLING IN THE GAPS FOR OLD SCHOOL GAMERS

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Dungeon of Doom

Spring
2014
Issue 8

Urban Adventures

The Druid in Dungeons and Towns

yes, a druid IS useful in town

BONUS ARTICLE

Frost Giant Shaman

beefing up a popular monster!

Hex Crawls

more places to adventure

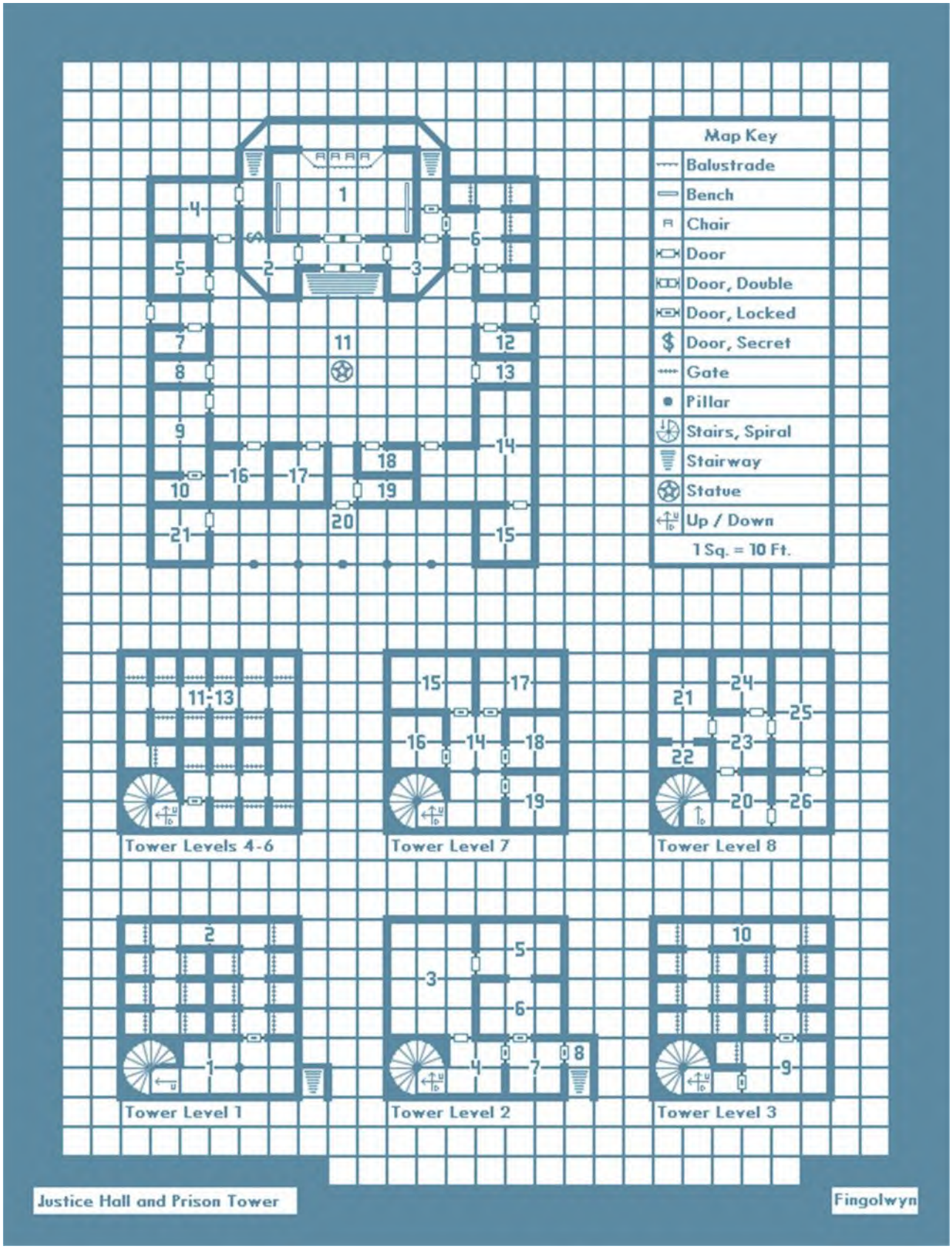
Life Swarms with Innocent Monsters

Innovative jobs for monsters!

And-Mag.com

Map 1: Justice Hall and Prison Tower

by Fingolwyn



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The theme of this quarter's magazine is

Urban Adventures

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Featured Artist

This month's cover artist is Del Teigler.

Del is a professional paramedic/firefighter in Lansing, MI. When not facing the fire, he is an avid artist, he uses a variety of media, from pencil, ink, watercolor and colored pencil. He specializes in hand-drawn fantasy art, and you can see more of his work here: https://sites.google.com/site/handdrawnartbydel/

He is a member of the OSaRtists Google+ community. Feel free to contact him at mavfire@gmail.com

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& Musings

by Bryan Fazekas

Thoughts from the chief editor …

This is a new column, intended to be a short one, commenting mostly on things &. We have other editorials that speak of the state of our industry, our place in it, yada yada, already done, no need for me to comment. So I talk about &.

The *& Publishing Group* has grown tremendously in the past two months, partially in reaction to a huge increase in our circulation, partially in reaction to the workload.

Go back three pages. No one reads the masthead, but do it now. Next open up Issue 7 and compare. We now have 14 active members, nearly doubling from our previous 8. [Payton is not an active member of the team, but he gets permanent credit for creating our seriously cool logo.]

Why the staff increase? In our first year we published eight items, four magazine issues plus two adventures and two supplements. 524 pages of D&D goodness! [This doesn't include the fact that our last three issues topped 92 pages, as does this one.]

This is all volunteer labor, no one making a penny off it. Working in our spare time after day jobs and after taking care of our families. There's no way we could maintain that pace.

So we have added four more copy editors, a submissions editor, and a web master. Before the end of February we will have a new web site, courtesy of **Lee Boone Design:** http://leeboone.com/

I mentioned circulation. In our first 13 months of publication we had just under 10,000 downloads of all eight publications added together. Eight months later, at the end of January 2014, we have nearly 90,000 downloads. One-third of those downloads (30,000) occurred in January.

Holy cow!

A lot of this is due to our PR director Ron's efforts. It doesn't matter how good the magazine is if no one knows about it. Ron is ensuring people know about us.

That's part of it. The other part is the people who have reposted our posts on Facebook, G+, Twitter, Tumblr, and the other places we post. The people on OSRgaming and Dragonsfoot who spread the word. The people who have reviewed our publications, blogged about us.

Most of our feedback is positive. That's great, we like to know we're pleasing people. We also want to know when we miss the mark, so we can get better.

The one thing I hate is when people complain about the articles we don't publish. Folks – we can't publish something if someone doesn't write it.

So instead of complaining, submit material to us. Scott, our submissions editor, is waiting for you to send him things. Make sure he's not bored. Send your submissions to submissions@and-mag.com.

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D&D: The Next Generation

by Dan Rasaiah

What did Gary, Dave, and a lot of other people miss out on?

Question: Do you know what Gary Gygax, Dave Arneson, J. Eric Holmes, Tom Moldvay, Mike Carr, Bob Bledsaw, Dave Cook, Jeff Grubb, Jim Ward, Frank Mentzer, Tim Kask, Lawrence Schick, and every other creator/legend of the game have in common?

Answer: They never got to play D&D as a child.

Think about it, something most of the OSR has in common is that we were introduced to D&D as kids. We were 'raised' on D&D if you like. For many of us (myself included) revisiting D&D now as an adult, is like going back in time and re-living those halcyon days of youth. For me, D&D is inextricably linked with childhood wonder and replete with memories. I can't even look at a monster manual illustration without getting nostalgic!

The great founders of this game never got to experience that. They'll never know what was like to be 6 or 7 yrs old and discovering D&D for the first time, or opening that Christmas or birthday present and seeing that module or gamebook you've been fantasizing about for the past three months. Sure, some of them may have got to game with their kids (the next best thing) but it's still not the same.

So more than it 'just being a job' for some of those guys, D&D will still never mean as much to many of them as it does to a lot of us, because for the majority of the OSR, D&D is bottled childhood. It's more than just a game, it's a key element of those formative years … and what's more, it's a collective experience that we all share. Our childhood experiences are all linked via D&D; we share a past.

So, in addition to owing a great debt to those visionaries who gave us this fantastic vehicle into our imagination, I feel a sense of sorrow that they will never be able to experience that which we have had. The thought of childhood and all those punishing years of schoolwork without the panacea of D&D is a frightening thought … I just can't imagine it!

It's perhaps the fact that D&D is inextricably linked with our childhood and a very building block of the person that we grew up to be, that accounts for the vast amount of amazing free material that people have made available. Whether it be a podcast, blog, magazine, maps, modules, or some other form of expression, many of us pour significant time and money into making available things to the community, for the sheer love of just doing it. I can think of few other hobbies or areas of life that I am involved in, that people give their time and energy so freely with the expectation of so little in return than the OSR.

For the children of the OSR, the next generation, things are stranger still. One of my colleagues remarked that many of our kids have grown up watching us play D&D with friends around the kitchen table like we watched our parents' playing cards when we were kids. Growing up during the controversial days of D&D, when the religious right was claiming devil worship and depravity, D&D was often a clandestine affair, something we hid from our parents or were loath to expose to society. Perhaps it was merely a 'geeky' or 'uncool' pastime during those years at school, when peer pressure and unstable self-esteem were flying in full force. Not anymore. Now kids are not only likely to be playing D&D with their parents, in most cases it's their parents who are the ones introducing them to the game! The next generation is being raised with war stories from mum and dad about the first time their characters braved the *Tomb of Horrors* or uncovered the nefarious plot of the Drow in the *Giant s*eries. D&D has become a generational thing, and a common bond that kids will share with their parents, and one day, their grandparents.

So the facets and intricacies of D&D ecology are ever changing, with new and heretofore unpredicted characteristics arising. The same way that the game's early creators couldn't have known the phenomena that D&D would become. How many of us could have predicted the resurgence in old school gaming that has occurred in the past six years or so? Who would have thought that *Wizards of the Coast* would be reprinting the original core rulebooks and modules?

It's an exciting time, and one that owes its energy to the seeds that were planted in all of us as young kids many decades ago, when fantasy worlds became real, tangible things in our minds.

Life Swarms with Innocent Monsters

by Michael Coronet

Gathering her adventuring companions together after a trip through the city the founder of the group, four levels higher than the next most powerful member, our dwarven fighter and leader asked the group what they saw.

"What do you mean, 'saw'? I saw a dog just now … " the wizard responded, gaining him a smack in the back of the head from my gauntlet.

Our leader stroked her beard (larger than mine, I might add), and said, "I mean, how many monsters did you see in the city?"

Our wizard couldn't resist, "Do we count the dog?" (Smack!)

"No, no animals."

Taking a quick count, we came up with none, save for the ice worm head over the tavern bar, but that was discounted. A legion of imaginary creatures followed, from camouflaged beholders pretending to be balloons (whatever balloons are), or vampires hiding behind mirrors, and it would have gotten sillier had not our leader started listing them …

* * *

The following are some thoughts about monsters in the city. It's easy to put a monster in a city; it's not so easy to put a monster in a city in a way that benefits both the monster and the city. Symbiotic relationships between monsters and cities aren't common, but they do occur. However, for the sake of brevity, there have to be some limits:

Exclusions

Centaurs and most other intelligent creatures are left out of the article because their primary position may be as citizens and/or competing civilizations – which is outside of the article's focus. Nor are demons or other planar creatures included as they often have the ability to polymorph, go invisible, and serve as a competing civilization, not a monster finding use in the city.

Goodness, who wouldn't want a workforce of modrons to build and repair their city? No, outer planar creatures will remain just that ... outer our article. Not that centaurs can't have their roles; In the Free City of Haven the Centaurs provide bus and cab service.

Likewise doppelgangers and creatures like dragons that can take a human form have been left out, as their methods of hiding in a city are obvious and require little creativity to conceal their presence. We have enough trouble with humans without adding to their number. In the *Sword and the Chain* series by Joel Rosenberg a city had a dragon chained in the sewers to burn up waste ... but that's not exactly the kind of relationship we're looking for, but enslaving an intelligent creature will be the topic of some other day and another author.

Bear wrestling is a common event at fairs and such, but opens the article up too much to entertainment beasts. We'll leave that for another time.

Nor is this an article about hiding things in a building out of sight, but rather about how monsters are used within a city, in sight and out, to make the city function better or in ways that don't cause all the citizens to run in terror or lynch the mayor. Anyone can build a building to hide a dragon. Best to narrow down our subject a bit.

Vermin are also left out, like ear seekers and the like – although the response of building owners may be more subdued with a giant rat than with a dragon, the reaction is the same – it neither adds to the city nor requires creativity to hide it.

Also left out are aerial servants, invisible stalkers, and other invisible creatures that easily hide in ... well, plain sight of a sort; too easy. Let's leave them invisible for now.

The faerie folk are a special case – domesticating one is likely to cause the entire group to curse your household into oblivion; cultivating a friendship is paved with dangers. They weren't called "the Good Folk" in legends because they were good, but to appease them and hopefully make them ignore you. If you did happen to end up with the attention of the Fey, you had to follow specific rules to avoid problems, a topic for another article. However, a few basic rules apply: gifts of food and drink, if the right type, are appealing to them. Don't give them other gifts. Don't thank them; just accept what they do and move on. Don't look directly at them or refer to them by name. A brownie in the basement, a sickly dryad in the city park (unless you have a city druid to tend her); there are plenty of spaces for the Fey to hide. No, the Fey will require special treatment, an article of their own. So what might you encounter in a city?

Farming

Anhkhegs are a farmer's best friend (until it eats your horse). You see, it doesn't have to rise up and eat farmers, and what an earthworm! Simple wire netting will keep them below ground, allow for the farmer to continue to water and otherwise tend, and the wire netting can be collected between plantings.

Ant, Giant – in areas adjacent to a town, a great way to prepare to the soil for farming, but formian, the centaur ants, serve even better, as they can be convinced to help by moving their nest for the security of having certain supplies from the town, protection from the soldiers, food, and the farmers get well – aerated land.

The Arts

I recommend the basilisk for a sculptor at the risk of getting PETA in an uproar. A cockatrice might be safer as they use only their touch and don't have the bulk of a gorgon.

Mimics of intelligence are a sought commodity in cities. Open guards, they rarely disturb the guests (unless they burp unexpectedly) and fit with your present decor! How many monsters can actually be passed off as antiques? And if the antique dealer doesn't agree, you can always find another one after the first is done being digested. A protein polymorph serves even better.

Lurkers above and trappers are very dangerous "pets" to keep. It's not as if they can't be kept track of – it's their young. A city could find itself with a plague of such creatures, first eating all the pests and insects in the city before shifting their attention to larger prey, like cats, dogs, or larger things with time. These creatures almost certainly have to remain in the dungeon environment. Add four stun jellies and you have all four walls covered as well as the ceiling and floor. Have it out, boys! Breed them for color and texture and you have a room your guests will eat up (or vice versa).

Protection

Brain moles, a creature very similar to the star-nosed mole, are unnoticed in an urban environment as long as there are no psionic or psionic-like spells being used. Sounds like a great way to ensure a town free of adventurers.

Golems of stone and iron are wonderful additions to a town. Cooperative, long-lasting, these city defenders can serve the community openly, like the huge statues in

Waterdeep along its walls. Stone guardians might serve as well, if the means to create them are known. Caryatid columns are far more gracefully built and enhance the beauty of the buildings they are constructed with.

Food

Buffalo burger, enough said. But that may apply to a lot of creatures. There is no definitive listing of what AD&D monsters are edible or not (though HackMaster, an AD&D clone, made a good effort to list them in their monster descriptions). Cattle (and bulls) and similar creatures naturally have their normal place in farming.

Creatures like camels serve as both sources of fabric, milk, meat, travel, and labor, with no real need to hide their presence or that of goats, horses, etc. The giant version of goats might be a problem, unless a sufficiently tall barrier can be raised and courageous milking/shearing crews can be found.

Paralyzation is a wonderful ability for those raising large beasts for eating. Killing such creatures can be a burdensome task, endangering those attempting it. Using a ghoul is not likely to pass the health regulations of the local government agencies, but a carrion crawler might very well be a useful tool. Build walls with holes, a sliding wall to shut them out and send the cattle through the shoot for the carrion crawlers to touch. The area can even be at a slope to simplify sliding the cattle out again – carrion crawlers can climb walls pretty well (so they're sealed in).

Some might suggest using brown mold as a refrigerant, but it's too unpredictable in terms of how close one can get. Still, if one could find a way, a more efficient way to keep things cold is hard to find.

Crimson Deaths offer a very unpleasant death, but for a butcher they are a godsend. Able to drain the blood from an animal quickly and efficiently, butchering becomes a chore to enjoy, the clean act that butchers of yore have dreamed of. Just ... be ... sure ... to ... keep ... it ... FED.

Beasts of Burden and Workers

Baluchitherium, if blind-folded, will serve as a beast of burden. So would many dinosaurs. Dinosaurs serve as an interesting platform to create a whole new "beast of burden" collection, but your guess is as good as mine for which would serve that role – weed out "aggressive", meat-eating, and water-dwelling creatures and you have a nice stock to consider from. However, remember that recent studies seem to indicate that dinosaurs have, as their closest living relatives, birds, and that scientists have found some fossil evidence amongst a few non-flying dinosaurs of having feathers. Before you decide to hitch up that plateosaurus to draw your plow, consider the difficulty of making a harness that considers all those feathers.

Want a workforce that never tires, works for free, and doesn't smell? Skeletons do the job. Sometimes cities find their way through the jungle of ethical considerations they juggle to allowing the use of skeletons of criminals as work forces, or defenders. Any city with a strong enough group of good priests will put a stop to it, but the temptation is there and easily excused by those in need of such a force. Does a human workforce bother you? Consider animal skeletons as an option.

The boggle is an amazingly useful creature, when trained sufficiently. Create a lattice of wood over the inventory in your store, and then simply have the boggle reach through a simple window to do it's dimensional reaching ability to get any inventory in your warehouse within 30 feet. Be sure to keep plenty of cloths available to wipe off the tarry stuff the boggle exudes, however.

Sanitation

Giant beetles are garbage eaters, and can make for an excellent addition to any city's ecosystem, but violet fungi create a unique opportunity. Farmers are constantly faced with piles of organic matter to compost. Violet fungi rot flesh in one round. If you can trap such a creature it is worth quite a bit for a farming community, and being as it moves at a rate of 1", if you can't catch it, you need to retire to such a community yourself. Gelatinous cubes make a special case. They can't very well wander the open areas as they do shimmer a bit. But sewers serve perfectly. Unlike other sewer dwellers, they're nearly invisible and more, sewer cleaners get their job done for them. It's hard to kick out a beast that does the work for you. Some might suggest black puddings as a much better garbage eater, but beetles can be stopped with a smooth vertical surface; black puddings will pit and roughen it until they can climb such a surface. Rust monsters fall into the composting category. Kept captive, a more efficient way to get rid of ferrous metals does not exist. This could only be done in a city, where garbage of that type would be just common enough to feed a single rust monster.

Dangers

Some creatures deserve special mention because of the ease with which they live in cities.

The classic city dweller is the gargoyle; silently holding vigil over the darkness, utterly still and silent, it waits for the moment when all eyes on other things and swoop – another denizen of the city is gone. People disappear all the time in cities. But gargoyles hide in plain sight. The problem is finding the right spot. They can't just appear on the most prominent building in the city one day. They have to find a hidden corner, a special spot where people rarely encounter it, but still with enough visibility to see possible victims. Then they have to eat any caretakers who might remember that there are no carved gargoyles at that spot.

The intellect devourer is a foul addition to any campaign, it's mastery of entering and exiting flesh without leaving horrendous wounds, only to consume the brain of its victim and control it like a puppet is enough to horrify even hardened adventurers, especially since it is capable of terrible damage and psionic attacks in addition. Such a creature might roam in a city for years, and even flee to safety to the ethereal to watch and wait for the best moment of return.

Some creatures live openly in cities, like the luck eater, causing chaos wherever it goes until there is a purge of all golden-furred cats (or sometimes all cats, period) in response.

Social Engineering

Ghouls fill a special relationship with the church; as long as they stay out of sanctified ground and don't turn the worshippers, and as long as they stay underground eating only from the un-sanctified burials outside of town, they usually go unpunished. Are you sure you don't want to go to church?

Flying steeds may serve openly in a city's militias, with griffons, hippogriffs, pegasi, and others being sought as steeds. However, a good set of sequestered stables is wise, as some flying steeds are carnivorous.

In civilized areas of Middle Eastern themed lands, the homunculus might very well be a fearful sight, but left untouched, as would familiars of Western lands. Such a creature might very well be an unspoken secret, a creature that was unmentionable, even ignored in public places to avoid the wrath of the owner.

Were-creatures are a special case, and have the intelligence to cooperate to stay hidden. Their level of contagion is low compared to other diseases and if inherited rather than infected may very well have the control necessary to hide their condition for decades; Sheriff were-bear, anyone?

Vampires and liches represent a threat that can be very difficult to catch in the middle of the city. Often such an individual has great support, and is ruthless enough to destroy the party's reputation and ability to travel as soon as they suspect anything (or even beforehand). They may very well have spells that create the illusions necessary to allow them to make appearances and the followers necessary to protect them. The rich recluses of many a city may have conditions requiring them to stay hidden away, for their own sake of course, in their elder days. What right do a group of nameless adventurers have to disrupt their quiet? Besides, who else would run the city?

Clothing

Cloakers are highly intelligent, and in a cold region a mage, being one of the few that can actually communicate with and understand such a creature, might start a wonderful business with a cloaker business – is your lady cold? Loath to loan her the barely warming slip of a cloth you yourself wear? Rent her a cloaker! It produces its own heat, deliberately keeps the cold out and can form fit if necessary as well as defend her with its tail; such a gentleman!

Building

Galeb duhr are precious to city builders. A single one can *Move Earth*, *Stone Shape*, *Pass Wall*, *Transmute Rock to Mud*, and *Wall of Stone* at will, once per round. What better way to build a city? Such a creature requires recompense in the form of their particular treasure types, of course, but it would find a very grateful population happy to help it achieve its goals for a bit of construction. Korreds serve a similar purpose but are a bit harder to deal with.

Algoids and treants are wonderful allies for a city, especially if you are moving trees INTO a city. Once a treant or algoid knows you are trying to add trees to your city rather than remove them all, they may very well be a lifetime friend (your lifetime, not its lifetime).

Though not technically part of the city, there is some mining to be done in a city, if only for sewers. Denzelians

serve as cheap labor and they don't eat up the valuable metal deposits when they do so, like xorn or xaren.

Pets

The most popular of pets amongst the rich are minimals. Who wouldn't want a pet giraffe you could cuddle with on the couch? (see this ad if you don't believe me: https://www.youtube.com/watch?v=rkB9OT2XVvA).

Imagine a jail with a collection of obliviax in a central room to the bedrooms of the inmates. Every night the inmates lose their memories of that day. How do you plan a prison break? How do you build up resentment and hatred? And when they leave, they have no bad memories from prison. Of course, it could also leave innumerable abuses by prison guards hidden and unchecked …

Guards and Spies

Quickwood trees serve as unswerving sentinels ready to report on wanderers who visit the edges of cities, assuming they are properly rewarded. Who else are you going to get to sit through the cold and damp? Quickwood would love the chance to chat.

It's hard to ignore rats when obvious but easy to miss them. It's harder to ignore and easier to miss rats with a low intelligence and ability to go vaporous. Such a creature, used with *Speak with Monsters*, is the ultimate spy. Is that vermin in the kitchen a normal pest or a spy for the baron? Set out poison and find the poison moved to your food stores.

Shades can be very useful spies and assassins, but rarely leave their plane without sufficient compensation. Since their appearance changes little from their mortal lives they can travel freely with a little caution, but dealing with them is fraught with struggles for dominance.

Security

A disenchanter is a valuable resource, often shared between several cities. If encumbered with a magic item of dangerous nature or great evil, a single session with a disenchanter is usually enough to create a benign mantelpiece for discussion. Most enchanters do not share how many of their magic items go wrong upon creation. With a disenchanter nearby, they need never do so.

It never hurts to make it more difficult to cross a river without increasing the danger for fishermen – that just helps build bridge tolls. The dragonfish seems made for this. Spines through your boots and death by poison or lose a few copper to the city coffers; seems clear to me.

The ultimate resource? The enveloper; feed it what you want, it takes on that creature's traits. Learn your enemy's secrets, gain the perfect guard, specify their alignment, give it special abilities.

The enveloper has always struck me as the most dangerous of creatures in D&D. It can take the abilities of another creature, perhaps indefinitely. As a controlled resource, it is incomparable. But how long could you control what it consumed? It's far too dangerous in my list.

* * *

And with that, our founder, began pummeling us, in earnest (smack, smack) as her body took on a doughy form and although we were all too busy defending ourselves, we all were thinking of that simple advice our founder herself, when she was alive, had warned us of and which she herself had forgotten:

"Never split up the party, even in a city."

* * *

"What strange phenomena we find in a great city, all we need do is stroll about with our eyes open. Life swarms with innocent monsters."
— Charles Baudelaire

The Business of Adventuring

by Nicole Massey

Tom, Kara, and Jod walked into the restaurant and found a table. Kara leaned back in the booth bench and relaxed. It'd been a long and hard trip getting to a safe town without a priest, but there was no sign of Morvin. At least now she could relax for a moment. She said, "I hope I'll be able to eat something before I fall asleep."

Before either Jod or Tom could answer a tall man by the door said, "My ring is gone! No one leaves here until I get it back. Someone call the guard!"

Jod and Kara looked at Tom, who shook his head and said, "No time, no chance. For once it wasn't me."

The search didn't turn up anything, and the man finally had to let folks leave. He slumped at the table next to theirs, and said, agony in his voice, "I'm ruined. Without it I'm ruined. If only I could find someone who could retrieve my ring."

Kara looked at Jod and Tom. She saw the resignation on their faces, and she felt the same weariness. But they needed money, so she said, "Excuse me, good sir, but we may be able to help …"

There are a lot of Dungeon Masters who are wizards at drawing up a map, populating it with a good balance of creatures and loot, and providing a great dungeon crawl for their players. After all, they're called Dungeon Masters, right? But suggest town adventuring and they freeze up. (Some also have problems with wilderness adventures, too.

) Well, urban adventures aren't that hard, and with a little creative thinking it's not difficult to work out some great adventures.

Minding One's Business

Towns have certain things in them – people, businesses, geography, stuff, and usually some creatures. Short of the ubiquitous tavern where all things start and end, there are a lot of other businesses. But a lot of folks can't wrap their brain around how a business can become an adventure.

Businesses have a few things in common – people work in them, they either provide services or sell goods, and they use goods and less often services to do this. They also have physical facilities and fixtures, and they have customers unless they're either just starting out or about to go under. All of these things can help in creating an adventure.

First, think of what a business does. Cobblers make shoes. Coopers make barrels. Both of these are artisans that take specific orders for product and turn them into something the customer can use for a specific purpose – protecting feet or enclosing valuable stuff for storage and/or shipping.

Let's take the cobbler. Shoes are an individual purchase in pre-industrial cultures – they're made for a particular pair of feet to order. There are no pre-made shoes, so each pair is designed with a specific customer in mind. This means the structure of the shoe, materials, any fancy decoration, and of course the size is all a factor.

All of this means potential for adventurers. Let's say that Fingel the Cobbler is known as the best cobbler in about a 200 mile radius. This means, of course, that he is the one who is hired to make the boots for the local count's son to wear at his wedding to the daughter of a count about fifty miles away. Lo and behold, only his work will do for the bride, too. Problem is, the groom is off on maneuvers, and he's grown since his last pair of boots were made. Since shoes are made from a form called a "last", those forms will have to be made or acquired, and this means that someone is going to have to go to both where the military is doing their training and also the bride's home to get new lasts made so the cobbler can make them the shoes they need. And while the party is out, there's a large and nasty lizard that has a skin that does fascinating things under candlelight when properly prepared, and since such creatures live in the swamp between here and where the bride lives ...

Of course, this takes the party out of town. But a slight twist can keep it all in town. What if the bride's parents don't know she's been seeing the count's son? The couple wants to marry with the bride veiled so that once it's done the parents can't do anything about it. So the party has to manage to meet up with her or her people in town to get a handoff of a premade set of lasts, then get them to the cobbler, and then detain or delay the bride-to-be's suitor so he won't find out she's gone until after the proper "I do's" are spoken in front of the right cleric. Adding an evil wizard that has his own reasons for the suitor and the bride to marry and things get even more interesting.

Stuff goes into businesses to make things or provide services. This is a ripe opportunity for adventure. Where do these things come from? How rare are they? How good are the merchant's contacts when it comes to procuring things in demand or with rare features? Remember, this is not an assembly line economy.

Spying, investigation, infiltration, and even downright theft can all factor into this without the party leaving town. If the party members are good at developing relationships with caravan masters, ship's captains, local providers, and other such sources for materials they can gain a reputation as "procurement specialists" and develop a lot of power without ever leaving the town or city. (Hint: don't use Charisma as a dump stat.) This is also a great place to use the non-weapon proficiency or secondary skill in trading to grease these axles, though the referee will need to make some adjustments to the Charisma reaction table in the *AD&D Dungeon Masters Guide* – few merchants will attack someone for a low bid or too high a price.

A similar type of dynamic is in play with workers in businesses. Craftsmen have those they're training – journeymen (or journeywomen) and apprentices. To some extent their situation is governed by guild rules and policies. But other businesses have very different rules. Serving staff in taverns, coach and cab drivers, loaders and warehousers, runners, and even "entertainment" in houses of ill repute are all up for grabs, and if someone shows more skill than his or her peers they're going to be in demand. Also note that when people become faceless it's easier for creatures like doppelgangers and crafty spell users to replace someone. This is another angle revolving around staff. Just to add to the fun, there's that pesky thieves' guild there to also try to infiltrate, steal, and redistribute wealth and goods.

What about physical concerns for the business and its fixtures and contents? The first thing that always comes to mind is theft. Don't discount it just because it's so common, but be tricky about it. Does a thief want to grab everything? Not likely unless the business sells high

value goods like jewelry or artwork. So the thief is looking for something particular, either an item or the cash box. There are all kinds of reasons for a thief to desire something, and more importantly, for the person hiring the thief to desire something. Is it a book? Gemstone? Kidnapped child? All are good fodder for adventuring.

Leaving theft behind, the most valuable possession many business owners have is their business itself. Land has much higher value than just about anything else in historical cultures – that's why it's termed "real," as in Real Estate. And there are all kinds of reasons why someone might want to take over the land and building of a business owner. It might be a rival trying to put a competitor out of business. A noble might want a town house on that location. Neighbors might be tired of the noise. Something of great value might be buried there underneath. Or someone may be facing destruction of their own business and want a sturdy and well-kept one to replace it. These and far more possibilities exist for the physical plant of a building.

As for fixtures, what are they made of? Where did they come from? Here's just one example.

Jarrel the Bookbinder had a fire a few years ago, and instead of commissioning new shelves and a desk for his shop he got a serious deal on some from a used furniture seller. Unbeknownst to him the items came from the tower of a wizard, and they've got all kinds of stuff hidden in them, including some valuable spell books, a couple of treatises, and a travel log from a deep delve that the local dwarf community would pay a lot of good gold to find. Divination has pointed out that he has the journal, so the party is hired to locate it.

What about customers? Well, customers in a business are the single biggest random factor. It's not as much so in the typical time period as today, as a lot more is built on relationship. But some "window shopping" still happens, especially among the nobility, and this is doubly true when it comes to the idle rich focused on status and novelty. In literature and history this tends to focus on noble women, but men were just as bad about fashion. Artisans and merchants can gain great advantage, money, and status by luring well born patrons from competitors.

This is something of a risk, however, as a patron who will change merchants may do it again. As said above, customers are a random factor. Is that person looking at the ermine cloak there a valid customer or a thief? Perhaps he's a spy for a competitor, here to either damage the stock or investigate construction methods.

Yes, I said above that this is a made to fit world, but examples of craftsmanship are required to demonstrate why a customer should buy from the merchant instead of his or her competition.

What about the other side of the coin, where customers go into a business and come out somehow altered or don't come out at all? Something that might require a party to investigate such goings on.

If you want something simpler, remember that this predates things like checks, debit cards, and broad based lines of credit. This means that commissions are often done on the honor of the purchaser, and not everyone is as honorable as they purport to be. (Anne McCaffrey demonstrated this very well in her book *Renegades of Pern* as her main character commissioned a pair of boots and then stole them from the cobbler instead of paying for them.) Merchants might hire the party to retrieve either merchandise or monies, while unscrupulous buyers may hire the party to collect a commission from a shop during a "midnight madness" period. If the buyer claims that the object is paid for but the merchant is holding it because it turned out far better than expected, and the fair is coming up where he's sure to win with it on display, the party has no way of knowing if the merchant's claims of being unpaid are true. Again, no checks or plastic means no transaction records, and it might not be worth it to bring a cleric in to use divination methods to find out the truth, especially if the duke's dress ball is tomorrow night.

Remember too that in a town or city environment party members are also customers. They have to have somewhere to live, someplace to eat, and the other things needed for life. So something that happens might be personal to them.

People Are People ...

Another fixture of towns and cities is a preponderance of people. And people are, well, people, with their own desires, preconceived notions, rivalries, and reasons for what they do that may or may not have any bearing on reality or sense.

Mysteries work well in this kind of setting, because if you get more than 40 people in an area then there are enough people that not everyone can be close to everyone else. (Human beings can maintain a close relationship with about 40 people, which is why tribal cultures tend to split after the number of people in the group exceeds 40.) The more people someone doesn't know the more chance there is that there are things that they don't know are going on. That's ripe for a good party to get involved in.

Feuds are also great. In any area where it's big enough for more than one type of business, someone is going to resent someone else's success, the transfer of a customer from one business to the other, undercutting, better quality, or the maneuvers to get some prize resource like raw materials or an outstanding employee. This means intrigue, and that can turn into experience points for the party.

Note also that not everyone in town is a lawful good, go to temple on holy days type of person. Getting something accomplished with this many people in one area tends to breed the underside of the business world, and this is a great place for investigative PC types, stealthy party members, and spell casters with divination abilities to come to the fore. Of course those people who are doing things under the surface and far from the light of day don't like their activities displayed in full daylight, so they might do things to prevent such exposure. Navigating the rocky shoals of the Thieves' Guild or Assassin's Guild are obvious perils, but churches, other guilds, and the nobility also might have things they're doing that they don't want bandied about on the streets.

Speaking of rivalries, the classic one is between nobles and guilders. The descending fortunes for the nobility as society becomes more mercantile and the guilds rise in power creates tension unlike just about anything else. It's a matter of class and entitlement grinding against skill and a shift in wealth. Both sides have a lot of money to fund their endeavors, money that can wind up in PC pockets and pouches if the party can deliver embarrassment for the other side, advantage, or the needed information to fit one side or the other's agenda.

There's a Place For Us ...

How about geography of a town or city? This is an area often overlooked, but for the creative referee this is an interesting area to play.

Large gatherings of people tend to happen in certain places over others for a reason. Rivers are the single most common reason for any settlement, as rivers provide fast transport of a lot of goods for less effort and money – no one has to feed a ship. The second most common reason for construction in pre-industrial time periods is defensibility. But this applies more to castles, fortresses, and keeps. Resources run a close third – a high quality mine, excellent growing fields, or handy forests to provide timber are all good reasons to set up a settlement close by.

The best places also have another thing for them – history. A good defensible location, or one at a choke point, may be the fourth, eighth, or tenth settlement of its type on that location. Chicago, London, and Istanbul, just to name three, all have extensive undercities beneath them from prior construction. Breaking through a basement in any one of these cities often results in whole areas of the prior construction opening up to exploration. The same can be true in your city or town, and with far more creatures who live out of the sunlight, this can create a local crisis requiring doughty fighters and powerful spell casters to deal with the situation for the populace.

There's another problem with towns and cities – they grow. A successful city will attract merchants, artisans, laborers, and nobility who want to be where the action is and where prosperity is spreading. Druids and rangers are less than enthused about this, however, and they have the resources to do something about it. The party may be hired to negotiate, assassinate, or relocate such wild folk (at least in the eyes of the city folk) to diffuse the situation. Or they may be brought in by the druids and rangers to help them fight off this incursion and unbalancing situation to the local environs. Spells like *Earthquake* or *Control Weather* can cause massive havoc in a city. Navigating such situations can prove interesting for a party.

A Few of My Favorite Things ...

That brings us to stuff. Cities and towns have things in them. Some may be valuable, rare (even unique), obscured, purloined, of vast import, or needing destruction. All of these reasons are good ones to locate said object, but depending on its condition, location, and the knowledge of it by the object's owner this may be either simple or difficult, and may be straightforward or highly complex.

I won't go into a lot of detail on this particular topic, as such searches are common in the wealth of dungeon literature. Take any dungeon, convert the levels to locations in the city, and you're already most of the way there. Replace the proper suspects with groups in the city, subbing the thieves' guild for kobolds or goblins, the guard or constabulary for orcs, marines for ogres or trolls, and a well-placed city leader for the big foe, with proper support and such, and you've got a good adventure for accessing an item.

Viva La Difference

There are some fundamental differences between dungeon crawls or wilderness adventures and those that take place in a city or town. For one thing there are a lot more innocents around. Letting loose with a *Fireball* is going to cause problems for the magic-user that cast it in most towns or cities. Blatant looting and killing of residents for non-evil parties will also cause problems. Doesn't this raise some interesting questions about why such behavior is fine in a dungeon and not in the city?

Since the characters live there the stakes are more immediate and involve a lot more than just wealth gain. Don't forget that the party might not be the only powerful group in the area. Orcs don't arrest you for killing off the kobolds in the dungeon, for example, but this might very well happen in a town or city. With the overlapping areas of influence and personal connection in a city one action can set into motion a whole stream of actions.

For example, let's use a den of thieves not associated with the local guild. The party goes in and busts the ring up because they've offended some local merchants and also pissed off the thieves' guild for encroaching on their territory. Problem is that this group was backed by a noble who is trying to reduce the influence of the thieves' guild in noble affairs, as they're being sponsored to cause problems for the nobility by one of the prominent members of the horse traders' guild. To make matters worse one of the now dead thieves is an undercover representative of the constabulary or courts. The party has acted without sanction, so they're vigilantes in the eyes of the courts. And their summary action has also killed or scattered the only people who know where a valuable stolen gemstone is hidden. So their action has created more problems than were in play before they got involved. Untangling this can make life rather interesting for the party. I'm sure the creative referee can think up others without much effort.

The next big difference between a dungeon crawl and city adventuring is tied to armor and weapons. If you walk into a business in full plate armor carrying a two handed sword the chances are very good that the shop owner is going to call for the guard, not sell you a pair of saddlebags or a new cloak. Any fan of westerns knows about the towns that required that all guns be locked up at the sheriff's office while in town to keep the peace, and this goes for medieval cities as well. If you're armored and carrying obvious combat weapons then you're either a part of the guard as identified by some sort of uniform or badge, a noble visiting and keeping to noble areas, or someone up to no good. This is where a well-rested magic-user, cleric, or fighter types who know how to brawl or use non-standard weapons like crockery and furniture, monks, and stealthy types associated with the thieves' guild have a big advantage, and also a great place for the referee to catch the party without a well-engineered marching order and pre-planned tactics.

One other major difference between dungeon crawls and urban adventures is that dungeon crawls are much more self-contained, whereas city and town scenarios tend to have more of a common narrative to them, and things of different length can coexist. In the dungeon the rivalry between the orcs and hobgoblins is none of the party's concern, nor is the kobold band's efforts to gain territory from the goblin horde. But the interaction between noble and guilder, conflict between rival thieves' guilds, and interplay between the town and the druids may become a very real part of a city adventure as the party goes in search of the duchess's lost bracelet or lap dog. This extra depth is more to manage for the referee, but it also tends to hook players and get them involved in more threads at once, some of which might create some interesting juxtapositions.

Getting Started

This is not an intuitive setting for many players of the game, thanks to the plethora of "Go somewhere Else and Loot Something after Killing the Residents" adventures published by TSR and other companies. So look into products specifically published for such settings. Two solid options are Gamelords' *Free City of Haven*, which was published in two parts as *The Free City of Haven* and *Secrets of the Labyrinth*, and the Judges' Guild city states settings. These will give you some guidance in how to set up effective adventures, and also provide a lot of adventures themselves. I'm a devotee of the *Free City of Haven*, which is why I use the shop template from it for businesses in this magazine.

Remember, too, that towns and cities are effectively lawful in nature. When you get that many people in one place rules come into play to keep things from turning into bloodbaths. So one change element can create ripples. The science fiction writer Cory Doctorow contends that the initiation point for any story boils down to one of two events – someone comes to town or someone leaves town. The loss of a pillar of the community can upset things just as much as a new influence coming into town. And don't forget that new influence could be the party of adventurers.

The Druid in Dungeons and Towns

by Lenard Lakofka

Let's begin by agreeing that we are talking about the AD&D druid whose spell progression is:

Level	XP Range	Spells by Level					Notes
		1	2	3	4	5	
1	0-2,000	2	-	-	-	-	
2	2,001-4,000	2	1	-	-	-	
3	4,001-7,500	3	2	1	-	-	
4	7,501-12,500	4	2	2	-	-	
5	12,501-20,000	4	3	2	-	-	
6	20,001-35,000	4	3	2	1	-	
7	35,001-60,000	4	4	3	1	-	Can polymorph
8	60,001-90,000	4	4	3	2	-	
9	90,001-125,000	5	4	3	2	1	

Furthermore the druid gets extra spells for high wisdom just as the cleric does. Some DMs do not agree on that point but I leave that up the individual DM. I let my druids get the wisdom bonus.

Weapons

The list allowed is: Scimitar, Sling, Hammer, Dagger, Staff, Spear, Dart and Club.

When the character engages in weapon training it is often done by his mentor; another druid. However, I do not see a problem with having a cleric or fighter teach the druid to be proficient with it. As always the teacher must be proficient with the specific weapon. Some purists might not allow such training and some DMs might qualify the alternate teacher by alignment or even deity that is worshiped. I find those restrictions to be fairly meaningless, but that's just me.

The Druid wants to learn scimitar, sling, staff, spear, hammer and dagger. Darts and clubs are not of much use. The *Shillelagh* spell becomes import at this point. As written the spell applies to a club but I have always allowed it to be used on a staff as well. I thought it was stretching the spell to apply it to a spear but there is an argument for it. If we are discussing usefulness in a town and a dungeon a staff and spear might be too long to wield in tight places. Find out what weapon(s) your DM will allow *Shillelagh* to be cast on before you select your two initial weapon proficiencies if that is at all possible.

I have chosen the two very useful initial weapons as being the scimitar and the sling. The Scimitar could have *Flame Blade* applied to it. It is possible that a magic scimitar might be found, one that even has a few abilities (and maybe even a Purpose).

I selected sling because a sling can be used in many places and gives the druid a missile weapon that has a decent range. (Be sure to invest in sling "bullets".)

Since the druid will not get another weapon until 5th level it is very wise to choose as carefully as circumstances will allow as the character is created at first level.

The next discussion involves a spear used as a staff and as a thrusting weapon in hand to hand combat. Some DMs will allow that and some will say it's thrusting or throwing but it's not a staff. Ask your DM what he thinks before selecting it.

Daggers are a good choice at 5th level since magical daggers can be found (on dead magic users) and might be more likely to find than any of the weapons allowed. There is an argument for the dagger being one of the initial weapons. It is also a good question to see how your DM views a dagger used in hand to hand combat

and thrown. Are those **two** proficiencies or **one**? I have ruled both ways. Again ask your DM what he thinks. If it is your only weapon (because the DM says you need two proficiencies for melee and throwing) be sure to buy several. A bandoleer comes in handy for carrying four of five throwing daggers. (you might have a druid with a Spanish accent in this case.)

Magic Attack and Defense Items

Druids are no slouches in melee. But they really could use a **Ring** or **Cloak of Protection** or perhaps **Bracers of Defense**; anything that improves their armor class. There would not be many sets of **Leather Armor +1** or **Wooden Shields +1** either. A magical scimitar might not exist in many towns and or the troves of wealth in some dungeons. This scarcity of usable magic is one of the problems for a druid. We discussed specific weapons already. hammer, daggers and staves can be found that are +1 and some may be +2.

Spells

I'm going to select the spell list from Unearthed Arcana, i.e. Edition 1.5.

There are some landmark spells, *Dispel Magic* being one of them. At what point does the magic user, cleric and druid get *Dispel Magic*?

Magic User	22,501
Cleric	13,001
Druid	20,001

Dispel Magic is a 4th level spell for the druid and 3rd level for the other spell casters. But since the formula is based on level the druid gets a small kick since he's a level higher but that is rather minor.

The druid gets his 5th level spells at 90,001, for the cleric that is 225,001 and the magic user 135.001.

Does the type and quality of spells the druid gets make him useful in towns and dungeons? Answering that requires a look at the spells which can operate in a dungeon and in a town. We realize he can use all of his spells in the wild outdoors (unless a component is required and not available in a certain locale). It's a bitch being a druid in a desert, an ice and snow environment, or even in the tundra.

First Level

First level druid spells are no great shakes if you are adventuring and have to pray for the spells prior to the start of the next phase of the adventure. There are useful spells that really require a foreknowledge that they might be needed. You would not pray for *Ceremony*, *Detect Balance*, *Locate Animals* and a few others unless you were reasonably sure you might need those spells. If you are about to enter a new forest you might want to *Detect Balance* but otherwise the spell is of little value.

Instead of going spell by spell let's look at the spells that might be useful in a town and then in a dungeon. While in a town you can most certainly use *Detect Magic*, *Detect Poison* (some tavern food is the pits), *Faerie Fire* (at night), *Predict Weather* (if the druid is 3rd level he/she wants to know if he/she can *Call Lightning* or not), *Purify Water* (you might cast that on the watered down beer, ale and mead) and *Shillelagh* (discussed earlier).

The animal spells might be useful if you know that there are dogs and cats that run free or if some animal is acting in a guarding capacity at a place you want to break into (I mean visit, did I say break into?).

Entangle, a spell that could be taken traveling in the wild, might have little value in a town. Then again there are trees and bushes and the occasional patch of roses with those lovely thorns.

Underground the first level spell list is really restricted. *Faerie Fire* certainly could be useful. *Detect Magic* might be useful for several things. *Detect Poison* perhaps has a value. *Shillelagh* if you need a short term magic weapon. The rest just aren't all that valuable unless you know there are animals in some level of the dungeon.

Second Level

At second level things get better. Recall that you gain that spell level for only 2,000 XP! Other spell casters do not get 2nd level spells until they become 3rd level.

A few spells usable in town and dungeon now show up at this level. Chief among them are *Charm Person* (or *Mammal*), *Create Water*, *Cure Light Wounds*, *Heat Metal* and *Produce Flame*. *Goodberry* is fine if you have a source of "berries" since the berries can be given to someone in the party so they have a means of minor curing. It is also a reasonable choice to select *Slow Poison* or *Warp Wood*. *Feign Death* can come in handy wherever you might be.

Obscurement requires a water source and one hates to use the water from your skins just to get a little fog. *Fire Trap* can be used to trap a door or other closure to thwart an opponent.

Third Level

The most important fact about third level druid spells is that they become available for 4,001 XP! Other spell casters do not get 3rd level spells until 5th level and therefore a lot more experience points are required. That makes the druid the person who can memorize a spell to two that are generally useful and sometimes only available to the druid because the cleric has not learned to pray for them yet.

A 3rd level druid can cast *Cure Disease* and *Neutralize Poison*. Two spells usable in all settings and potentially capable of saving a party member from incapacitation or even death.

The druid in a town can cast a number of spells in town but not in a building: *Call Lightning*, *Cloudburst*, *Plant Growth* and *Tree* come to mind. Those spells are useless in a building or in a cave/dungeon.

Pyrotechnics can be used anywhere as well as *Hold Animal*. There is *Know Alignment* that comes in handy now and then but perhaps not on an adventure. *Protection from Fire* is useful and *Stone Shape* can come in handy in many situations as well. *Stone Shape* can be good for opening a door as well as sealing it closed.

It is possible that *Summon Insects* would work underground but would certainly work in a town. Little armies of roaches, ants, spider and the like (yes I know a spider is not an insect).

Water Breathing can come in handy if an underground lake or river is discovered and of course towns often have a river nearby.

Fourth Level

Animal Summoning (I, II and III) can produce unusual results in town if the druid has kept his eyes opened as he walked the town street(s). Underground this family of spells might be useless.

Of course *Cure Serious Wounds* is usable anywhere as is *Dispel Magic* or *Produce Fire*. Unfortunately most of the rest are not too helpful unless the druid is outside of a building. In the dungeon the rest of the spells at that level are not very helpful, usually.

The most important event that occurs at 7th level is the druid's ability to shape change. While it's not a spell it has results similar to *Polymorph Other*. The most important shape change byproduct is the 10 to 60% curing of damage that occurs during the change of form. The druid can become a sparrow and then return to human form just for the purpose of healing himself to some degree. Various animals, while not native to a dungeon or a town could be useful in either setting.

Fifth Level

I'm going to stop with 5th level spells. The highest level spells will not an issue in most cases. *Insect Plague* might be useful even in a dungeon but certainly would produce dramatic result on the town's main street.

Otherwise the 5th level is not of much use except for *Wall of Fire*, *Transmute Rock to Mud* and likely *Sticks to Snakes*. Most of the rest just do not have underground uses.

Recall in all of this higher level druids get a number of 1st, 2nd and 3rd level spells that are useful in towns and underground. They are valuable for that reason only as the party travels into towns, their buildings and various underground facilities.

One thing that druids do not have, but should, are spells of animal husbandry, plant splicing, animal senses and protection of fields (crops). Those spells should be in the lists. A druid could be a very popular town figure if he could protect the crops on the local farmers or produce larger healthier litters of this or than animal or bird.

New Spells

Enhance Components

Level: Druid 1
Type: Alteration
Range: 3 feet

Duration:	2 weeks/level
Area of Effect:	special
Components:	V, S, M
Casting Time:	1 hour
Saving Throw:	N/A

The material component is any of the following: Greater Mistletoe, Lesser Mistletoe, Borrowed Mistletoe, Holly and / or Oak Leaves. The spell has two effects on the component. The druid is holding the component (only one component at a time if he/she has more than one) and praying over it. When he finishes the prayers an hour later the component has had its usefulness increased by a factor of two full weeks per level of the druid.

Thus if the DM rules that lesser mistletoe begins to deteriorate in three to six weeks then this spell will favorably add to that period of useful time. The component is preserved longer by use of the spell.

Additionally the component is increased in potency.

Any kind of mistletoe will have the range, duration and area of effect of a spell being cast using the component by 20%. So if the range is 100 yards it will now become 120 yards, etc.

Holly will have these measurements increased by 10% along with the preservation of the component being increased by two weeks per level of the Druid.

Oak leaves (and at the DM's option, maple leaves) will be preserved for one week longer per level of the druid and only the range of the spell will increase by 10%.

A 9th level or higher druid adds a third effect. It increases the range of a spell being cast using the component by 50%. (Not 20% plus 50% -- just 50%)

Bless Animal or Field

Level:	Druid 3
Type:	Conjuration/Summoning
Range:	varies
Duration:	permanent
Area of Effect:	see below
Components:	V, S
Casting Time:	1 round
Saving Throw:	N/A

The purpose of the spell is different depend on whether a crop or an animal is the target.

Crops and Single Trees:

This spell may be cast upon a field with a size of up to one acre per level, which must be within 100 yards/level of the druid at casting time. A field must contain plants that are all identical, e.g., grapes, corn, wheat, etc. The crop so blessed will need one half of the normal water to thrive, and can sustain three nights during the growing season of temperatures as low as 22 degrees and not be harmed by frost. The crop so blessed will yield plants that produce 20% more of whatever commodity is being harvested. A druid can expect a 'blessing price' of 2 GP per acre. Some farmers will pay more for a crop that has a higher selling price, and some druids will ask for more if the crop has a large resale price.

It also works upon a single tree. A single tree can be blessed in this way are receive the same bonuses above. The yield will apply to fruit trees only. A 'blessing price' of at least 1 GP is expected. The crop is protected and enhanced for one growing season.

Animals:

For the purpose of the spell animal equals mammals, birds, fish, reptiles, and amphibians. This does not apply to the giant version of any animal, nor to any creature with fantastic or supernatural abilities.

The spell may be cast upon one adult animal per level, and all must be within 10'/level of the druid. Note that young animals born within 1 week of the casting will receive the benefit along with their mother, and do not count towards the maximum animals that may be affected.

Animals that are blessed will have a 50% better chance of not losing a young at the time of birth. The young animal will grow more rapidly (25%) and be solid and healthy. The growing animal is only protected by the blessing for one year.

A blessed animal will be run 25% faster and can be maintained for a full month on half of the normal water and food it would normally need. Adult animals blessed by this spell will add 1d4 hit points for one month. Those extra points cannot be healed by any means, they are a one-time bonus of the spell.

Any Animal blessed by the druid at any time during its life will be more susceptible to Animal Friendship and more apt to respond to any spell that influences the animal.

For carnivores that are blessed by the druid the animal will add one full Hit Die immediately and 1d8 hit points. This works on one carnivore only per blessing. Horses, though not carnivores, are included in this special case.

Create Blessed Object

Level:	Druid 5
Type:	Conjuration/Summoning
Range:	touch
Duration:	permanent
Area of Effect:	one item (see below)
Components:	V, S, M
Casting Time:	1 hour
Saving Throw:	N/A

Create Blessed Object uses two material components: Mistletoe of any quality or holly (but not oak or maple leaves) and a small object that is composed of at least 50% silver or gold. The item involved is small like a ring, broach, ear ring, medallion or talisman (typically weighing less than three ounces). Larger items like a small knife or a chalice are much too large.

When the precious metal object is brought in contact with the plant component and prayed over for an hour the object takes on properties similar to a cleric's Holy Symbol. The item will radiate magic and will also respond to a *Detect Balance* spell.

This object can then be used in place of the plant material component until it is damaged or until a successful *Dispel Magic* is cast upon it! This means the druid can now travel long distances or travel underground and still be able to cast his/her spells as if the plant component were being used.

The silver/gold item should be of high quality and craftsman ship and be valued at no less than 100 GPV.

If it ever is damaged or demagicked the silver or gold will take liquid form and drip away.

This item is usable only by the druid who created it and cannot be given to someone else. In the hands of a good or evil creature (literally being held or carried by that person [creature]) the item will deteriorate as if *Dispel Magic* had been successfully cast upon it. However this takes a minimum of one full week in constant contact with the good or evil being.

Belt of Vigor

The wearer of this belt heals 1d-3 hit points per full night of sleep (eight hours of uninterrupted sleep within a single 24-hour period) rather than per full day of complete rest. Shorter amounts of sleep, as well as more than one eight-hour span of sleep within the same 24-hour period, result in no healing. If worn with a magical buckle, neither the belt nor the buckle have any effect.

GP value 500; XP value 300

Earring of Acute Hearing

When worn on the left ear, this item, which is engraved with a small stylized conch shell, imparts improved hearing upon the wearer. The effect of the magical earring results in +1 to surprise rolls and -1 to Hear Noise or other listening-related rolls, making a character less likely to be surprised and more likely to hear through doors, respectively, for example. If the earring is worn on the right ear, there is no effect.

GP value 400; XP value 400

by Heath Row

Quotes from DMs and Players

Dice and charts are just one of many tools available to the DM. Like any tool, depending on what you are trying to do or accomplish dictates its usefulness.

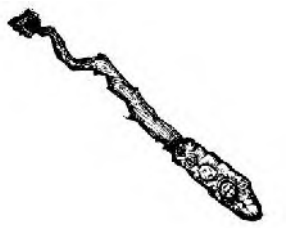
A chainsaw is a wonderful tool. But not so great if you are trying to fix a leaky faucet; though on the other hand it could create a very interesting scenario.

Tools are a wonderful, but their true power is how you decide you are going to use them.

phantasm72, quoted from the Dragonsfoot thread **Fudging, should it be discouraged?**, on 11-12-2013.

The game works if you don't stress out about it.

SirAllen, quoted from the Dragonsfoot thread **Experience BTB?**, on 03-22-2013.

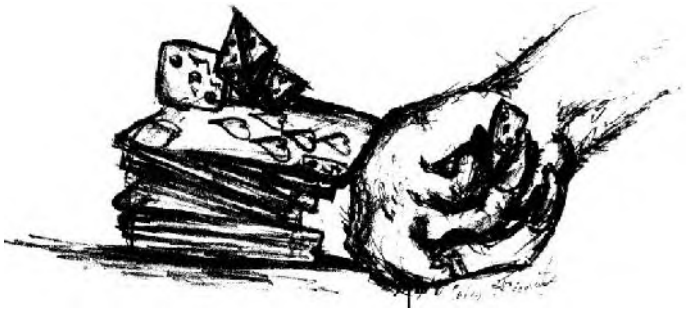


Sleight of Hand with Dice and Cards

by Ian Slater

Arolian Jax, a thief/phantasmist of some small repute, sat across from the sour faced half-orc and his crew of toughs. They had set up shop outside the moneylender's tent, shooting dice and drinking, all the while casing the patrons as they came and went. They very clearly planned to do some mischief later that day.

For now however, they were content with the opportunity to fleece the phantasmist while they waited. Jax had made a point to ask for directions, speak in an unusual accent, to play the part of the fool. The half-orcs had eagerly asked him to join in their "friendly game", in this case Dragon's Foot, a game immensely popular amongst orcs and goblins. There were five players sitting around in a circle, four of the half-orcs and Jax.



All five anted a silver piece for the new round, Jax mumbling out loud about his luck (he had lost early two rounds before this, and had managed to tie the last two rolls but not win). They were rolling 8 sided dice now, most of the half-orcs used dice made of bone (what bone the phantasmist had not thought to ask) the half-orc leader carried a set of black iron polyhedral dice, with pips engraved on the sides in blood red.

He blew on his die (the foul miasma that emerged almost caused Jax to gag) and all of his men rolled with him. They had insisted that Arolian roll separately so they could all watch for cheating, but the illusionist took advantage of the fact they were all watching their dice and he quickly palmed his die into his sleeve while dropping out another from within. The whole move had taken a half second at most. The dice landed with a 2, 3, 3, and a 7.

When the half-orcs turned to him he threw his die, making sure not to throw so hard the newly concealed die would come out as well.

He rolled an 8.

Howls of protest emerged from the half-orcs, they had seen him roll, and watched to see if he was mouthing the words of a spell, but they had seen nothing.

Jax had decided to take the round when he saw several members of the town watch approaching. He smiled sweetly, remarked on his good fortune, and swept the silver coins into his waiting hands. As the half-orc leader stood up to protest the city watch arrived and the slightly inebriated half-orc started an argument.

Arolian Jax, thief and phantasmist, disappeared into the crowd …

Cheating at Cards and Dice

Fast hands and some basic math skills should allow a PC to gain the advantage when playing games of chance. A thief has a pick pockets roll that can be used to emulate these abilities, but what about other classes? Do you have to be a thief to be able to cheat at games?

To represent the ability to distract, move quickly, cut cards, count cards, swap dice, etc., the following stats can be used.

1. PC's and NPC's who get a bad roll or draw can re-roll (for dice) or re-draw (for cards), chance of success is equal to their dexterity score, and modified by +1 for every point of intelligence and charisma over 14 (to a max of +4 for each). If they fail their roll, the attempt to cheat is discovered. Note: This is a d100 roll.

   Note that a re-roll or re-draw doesn't mean that the character actually re-draws the card, but the player gets to, so the original result never happened (the idea being that they used their skills to either avoid or substitute a result).

2. Thieves can use their PP percentage instead of their dexterity. This gives thieves an advantage, but ensures that even non-thieves could pull this off.

3. Illusionists can cheat using the PP roll as a thief of equivalent level. The class has a high dexterity requirement for a reason, and they deal in deception, this one seems obvious.

4. Every consecutive successful "cheat" cumulatively reduces the odds of success for the next one by 5%. If you cheat too much it becomes obvious, so watch it sunshine.
5. Every year spent practicing the art by a non-thief/illusionist adds a +2% to the odds of success. The thief percentages go up to account for this already.
6. There can at most be a 95% chance of success at a cheat. There is no such thing as the perfect scam, there always has to be a chance of failure.

Note that I don't specify how the cheat was done in any of this, instead the use of intelligence, dexterity and charisma abstractly represents the ability to pull off the cheat. I also assume that sometimes fixed dice and cards will be used, sometimes it is sleight of hand (palming off an existing card and reintroducing it later), misdirection (distracting someone so you can switch their cards), etc. Things like "fixed dice" are a part of that, they don't have to be separately listed or tracked, and they give no modifier of their own. However, if a PC finds magical dice or cards, the DM could certainly introduce further modifiers for this sort of item.

Examples:

Arolian Jax is a 5th level thief/7th level illusionist. He has a 17 intelligence and 10 charisma. His base chance of success is equal to that of a 7th level thief (60%). So his overall chance of success is: 60+3=63%. If he was successful and cheated again in the next round, his chance would be 58%. If he waited at least one round to cheat again his chance would return to 63%.

Quinntar the Quiescent is a 2nd level magic user with an 18 intelligence, 16 dexterity, and charisma of 9. He has a 20% chance of pulling off a cheat.

Games

Now that a cheating framework is in place, here are a few games to try out. Substitute local names for campaign flavor. After every entry is the humanoid race and/or PC/NPC class in my campaign that likes this game. Any humanoid of that kind or NPC/PC class that plays against the cheater gives the cheater a 5%-10% penalty on their roll, at the discretion of the Dungeon Master, reflecting their familiarity with the game.

Cavalier's Courage

- Typically played by fighters, thieves, gnolls.
- All players ante with 1 coin (cp, sp or gp depending on the level of game).
- Players are dealt 5 cards.
- Face cards are ranked from lowest to highest: jack, queen, king and ace (court assassin).
- Doubles beat singles of the same card (two jacks beat one). Triples beat singles and doubles of the same card (three jacks beat two).
- Regular cards can be added together, and if their total adds up to exactly the value of a face card they may substitute, with the face card values being jack=11, queen=12, king=13 and ace=14 (e.g., a 7 and a 4 equals a jack)
- Each player gets to perform one exchange of up to 2 cards for the cost of 1 coin.
- When final cards are allocated each person decides if they want to be "in", if so they secretly put a coin in their hand, if not they don't.
- On the count of three everyone reveals what is in their hands.
- If no players are in each must match what is in the pot and they start a new hand with new ante, etc.
- If only 1 player is in then the pot stays, players ante again, and another round of betting occurs.
- If more than 1 player is in, then the winner takes the pot.
- Player with the most face cards wins (remembering that two non-face cards may "add up" to a face card and substitute for one), if two players have the same number of face cards the player with the highest face cards wins.
- If two players have the same number and type of face cards, they fold, match what is in the pot, and the play continues.
- If someone wins the pot with highest hand then everyone antes again and you keep playing.

Orc Bones

- Typically played by fighters, thieves, orcs, goblins.
- Every player antes.
- Every player takes a d6.

- Goal is to singly or in teams take out others.
- Players announce who they are teaming with (proposed teammates must consent) and declare who they are attacking, or single players announce direct attacks on single victims.
- Every player rolls.
- When a declared attack on a victim or victims with less combined total than their aggressors occurs the lowest roller in the victim group drops out.
- If a player from outside the aggressor and victim group wants they can declare to add their roll to the victim's after the aggressor's attack is announced.
- Then another outsider could add to either side, etc.
- Once an attack is declared, however, it cannot be changed.
- Once the first round is done everyone still standing antes again and play continues.
- Goal is to be last roller standing, and no one can join the game once it has started.

Fireball

- Typically played by magic-users, thieves, hobgoblins, orcs, xvarts.
- Everyone antes.
- The entire deck is used.
- Each player given five cards.
- Numbered Cards valued at face number (e.g. a 7 is worth 7). Face cards valued 1 for jack, 2 for queen, 3 for king, 4 for ace.
- Each player adds the top two numbered cards plus the one highest face card together, which is their "score".
- All players bet on basis of getting the highest score or fold.
- Each player gets a discard and draw of two cards.
- All players bet again or fold.
- Each player gets a discard and draw of 1 card.
- All players bet again or fold.
- Cards are shown, high score (top two cards plus highest face card) wins.
- The Jack of diamonds is a natural "fireball", if you get it you automatically take the hand.

Storm Giant

- Typically played by fighters/thieves, bugbears, orcs.
- Every player gets 7 cards.
- Every numbered card is added together (face cards are not added to the total).
- If you get a jack you play it and get an extra card.
- If you get a queen you put the equivalent of your original ante into the pot and you can steal a card from another player
- If you get a king and you can play it and swap out one of your cards, at the cost of an ante.
- If you have more than one face card you can switch all of them out, at the cost of an ante.
- You can trade cards with another player after the face card switchouts, at the cost of an ante for both players.
- once all swapping and trading is done, all bet on their hands having highest total score.

Dragon's Foot

- Typically played by fighters, thieves, orcs, ogres.
- Dragon's Foot is generally played with 5 or more players.
- All players ante with a coin (cp, sp, gp).
- All players grab one d4.
- Everyone rolls.
- Low rolls lose (they have been stomped by the dragon's foot).
- Top roll wins.
- If more than one person ties for top result then they all ante again to buy in to the next round or exit, all those who tied for top result but do not want to continue or those who lose the roll toss in a coin and exit the hand.
- The survivors roll d6.
- If more than one person ties for top result then they all ante again to buy in to the next round or exit, all those who tied for top result but do not want to

continue or those who lose the roll toss in a coin and exit the hand.

- The survivors roll d8.
- Repeat, then d10, then d12, then d20. Etc.
- if tied at d20 then all players will roll off until there is one winner.
- If someone not going forward is willing to throw in the ante amount they can allow either player to re-roll a result (this can be done once for either side).
- The hand ends when there is only one player going to the next round, that player takes the pot.

Dueling Warlocks

- Typically played by clerics, magic-users, kobolds, goblins.
- You must have at least 4 players for this game.
- Deal out all the cards in the deck face down to each player.
- All players show their top card, highest card "wins" and collects all other cards and sets them in a separate pile.
- Everyone who "lost" has to give one coin to the winner.
- Next card is turned, highest card "wins" and collects all other cards and sets them in a separate pile.
- If the cards are equal, all of those tied leave that card up, "burn" another card face down, and flip the next card, those who did not have "equal" cards (e.g. The losers) have to give one coin to each winner as they exit the hand.
- If there is another tie you burn another card and flip again.
- Continue until you get a high card rather than a tie, and the high card takes all of the opponents cards (even the "burned" ones).
- The game continues until someone has all the cards.

Hydra

- Typically played by thieves, gnolls, ogres, ogre magi.
- All face cards are worth "10".
- The goal of the game is to total your cards to 15.
- Each player antes.
- Each player is dealt 7 cards.
- The dealer burns one card to establish trump.
- The first player must follow suit, if that card produces a 15 (say the first card was a 7 of spades, and the first player played a 8 of spades) then the player takes the two cards away for 1 point, everyone else drops a coin worth the ante in the pot, and the next player in sequence must play a card of whatever suit they like.
- The next player must follow suit, if this produces a 15 they can take both cards and get a point, everyone else dropping in a coin, etc.
- If the cards total more than 15 another card must be played until the total is 30 or more, at which point the next player can play whatever suit they want and the totaling restarts.
- The player with the most points at the end gets the pot.
- Variations on the game go for different totals other than 15, e.g., The hydra in the standard game is 15 heads …

Minotaur's Treasure

- Typically played by thieves, kobolds, lizard men.
- One player is the Minotaur two opponents are the thieves.
- The Minotaur has 5 points to start, each thief has 3 points.
- Minotaur rolls 2d6, two thieves roll (each roll a d8).
- Whenever you lose a point you must put a coin in the pot (cp, sp, or gp, depending on the stakes you want).

Scoring:

- If the thieves roll a combined score less than the Minotaur then the thief with the lowest score loses a point and the Minotaur gains a point.
- If the thieves roll a combined score less than the Minotaur AND the Minotaur's score is double the combined thief score or more the Minotaur gets a point and the thieves both lose a point.

- If the thieves roll a combined score greater than the Minotaur, the Minotaur loses a point and the thief with the greatest score gains a point.
- If the thieves roll a combined score greater than the Minotaur, and the score of one thief is enough to beat the Minotaur alone then the Minotaur loses a point and the thief with the high score gains a point and the thief with the low score loses a point.
- If the thieves beat the Minotaur and roll the same numbers, the Minotaur loses a point and the thieves roll off until one gets the high number, then the winner gets a point and the loser loses a point.
- If the thieves score ties the Minotaur's the thief with the high score and the Minotaur gain a point, the other thief loses a point..
- If a thief chooses he can attack a fellow thief on any given roll, then he combines his score with the Minotaur's:

  a) if their combined score loses then the Minotaur loses a point and the thief who joined him loses 2 points and the winning thief gains 1 point.

  b) if their combined score wins they each get a point and the losing thief loses a point.

  c) if their combined score ties the Minotaur gets a point, and the thief who joined him loses 1 point and the winning thief gains 1 point..
- If a thief loses all his points he is out and the remaining thief fights the Minotaur alone, but each victory gains them 2 points and costs the Minotaur 1, each loss costs the thief 1 point and gives the Minotaur 1 point. Whomever runs out of points first loses.
- If the Minotaur loses all his points the thieves dice off, low roll loses a point. Thief who runs out of points first loses.
- Winning player takes the pot.

Gauntlets of Fury

These ordinary looking metal gauntlets detect as magical. Once a command word is spoken the wielder gains initiative each round, their strength increases to 18/00, and they gain an extra attack each round. The effect lasts for 2d4+2 round and during that time the wielder is unable to stop fighting unless there are no conscious enemies within 60'. At the end of the duration the wielder will be exhausted and must rest, and can do no more than walk at half speed for 6d4 rounds. These gauntlets also allow the owner to break down doors as does a flesh golem (q.v. *AD&D Monster Manual*).

Note: 5% of these items are cursed. Each has a 5% cumulative chance per usage that the wielder will go berserk, and once all enemies are slain will immediately attack allies. The duration for this will be double normal. Once activated, this curse will occur in all future combats; in fact the wielder will always join any combat within 60'. A Remove Curse from a 9th level cleric or higher is required to remove the activated gauntlets.

GP value 25,000; XP value 2,000

by Gabriel Hole-Jones

Ghastly Presence Situator

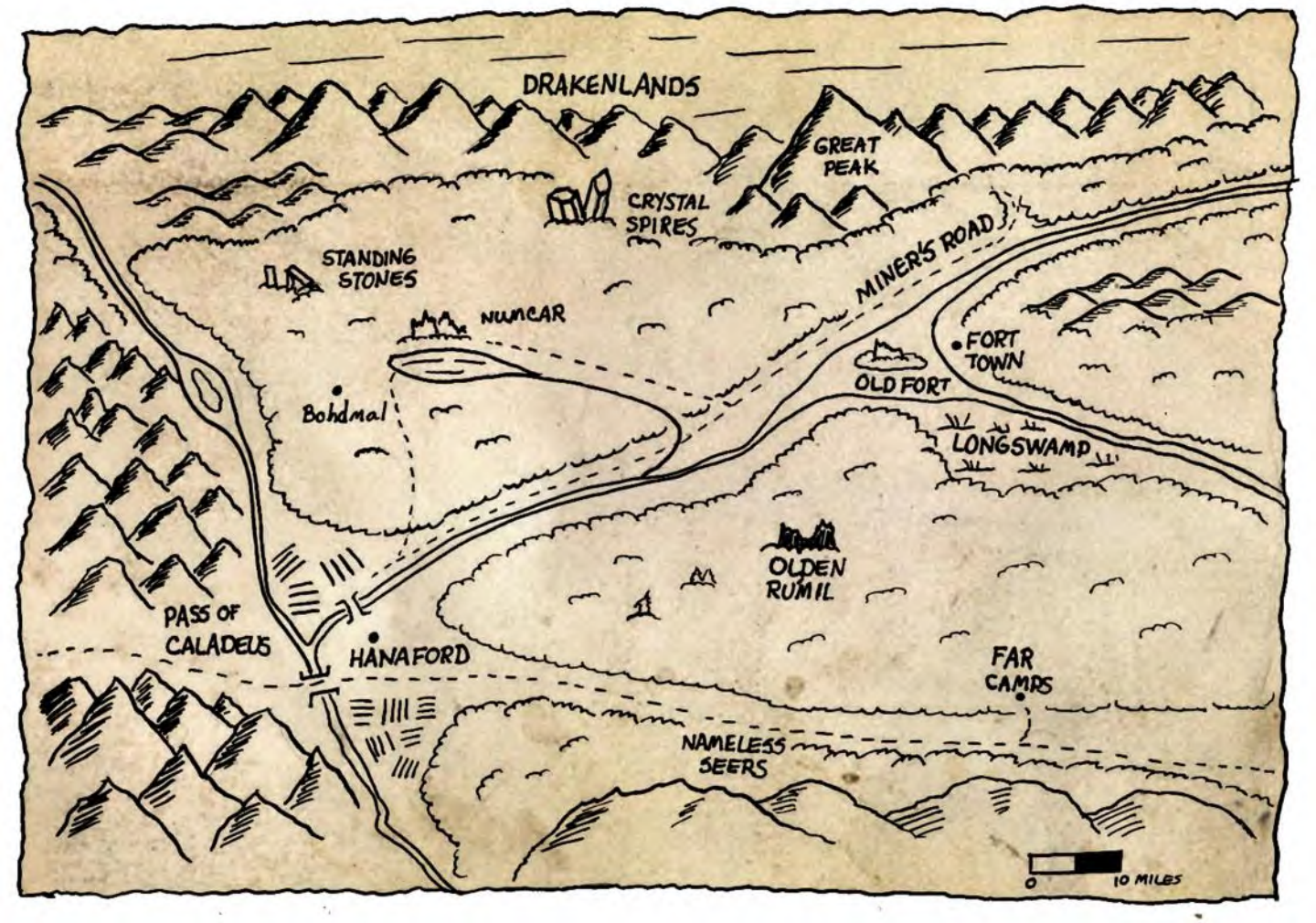
A Ghastly Presence Situator or "GPS" is a cursed skull of a humanoid creature. It will act as an "un-dead map" to help characters find their way in and to areas they are un-familiar with. However, these animated skulls are often mis-leading and vindictive. They resent the condition they are in and will only provide correct information up to 75% of the time. The remainder of the time, they will intentionally mis-direct and willfully try to get the character lost. They are very spiteful objects and are known to hurl insults and profanities at those around them.

GP value 10,000; XP value 1,000.

by Tony Sandoval

The Great Eastern Woods: A Campaign Setting

by John Fredericks



Introduction

Many years ago the Great Eastern Woods were overrun with goblins, orcs, and other foul creatures. Some were said to have come from the Underearth to pillage the lands. Thanks to the efforts of the great hero Caladeus and his army, the southern half of the forest was cleared of these threats. In the north, dwarven tribes united with the elves of Numcar to force many of the evil humanoids beyond the northern mountains into the Drakenlands.

Today, the area is experiencing a time of relative peace and economic growth. The farmers and craftsmen around the town of Hanaford send their wares east, and south to the port town of Therahon. However, this sense of peace may be a bit of an illusion. Evil forces are still at work in the depths of the woods and in the hearts of the mountains.

This article will detail a campaign setting in and around the town of Hanaford. It will provide descriptions of the major areas and landmarks, and an adventure seed for each area. However, it won't provide statistics for monsters and NPC's. That way you can use the setting with whatever fantasy game variant you and your group enjoys.

Feel free to adapt the adventure seeds to fit the tone and level of your campaign. If your group has gotten past

goblins, change them into ogres or trolls. Also, add whatever features you'd like. There is plenty of room on the map for waterfalls, secret caves, extra ruins, or gnome settlements.

And isn't every adventure better with gnomes?

Let's look at some of the major areas on the map, starting with the town of Hanaford.

Hanaford

Hanaford is the largest settlement in the Great Eastern woods. The town hosts a variety of craftsmen, and farmers cultivate the lands surrounding the town. Much of the ore from the dwarven mines to the northeast flows through the town. Some Elvish goods may be purchased that come from Numcar. There are temples and churches to several deities here, and some clerics in town will be willing to assist with healing.

Some notable personalities in town include:

Mayor Smallton - The town is governed by a town council headed by Tomas Smallton. He is a rugged farmer in his forties and a direct, honest person. He can often direct players to places where there has been trouble in the nearby forests.

Morill Sootbeard - This chestnut-haired dwarf runs the local forge. He is an affable, talkative fellow (especially after a few cups at the local pub). He can manufacture and repair most types of common armor and weapons, and keeps in close contact with his relations in the dwarf mines. He can provide opportunities for the players to be hired by the dwarves to take care of trouble brewing near the mines.

Jirella Turtonna - Jirella is a woman of about 30, and is the local scribe. She can be hired or consulted to translate many ancient documents or maps. It is rumored that she acquired her knowledge while she was "away" for a year, though no one in town knows exactly where she disappeared to. She is always accompanied by an immense hound who never leaves he side.

Fischer Fletch - This slender, bearded man frequents all the local pubs, and seems to know a great deal about all criminal activity in the area. However, the really useful information always comes with a price. Players may wish to bribe him for information on local bandits or criminals.

Adventure Seed: There are rumors of strange beasts seen at night near some of the outlying farms. Some even claim to have seen a small dragon. Players may be hired by Mayor Smallton to investigate these sightings, and perhaps try to lay a trap for the beasts.

Pass of Caladeus

This natural pass is the most direct route across the mountains into the Great Eastern Woods. While it is a pass, many of the trails are still quite rugged and steep. They rise above the tree line and can follow sheer cliffs. Caladeus and his army began their campaign here, clearing out many goblin lairs and bandit camps before progressing to east.

Adventure Seed: The PC's are hired to protect an important diplomat or trader who wishes to travel to Hanaford and beyond. However, a great rainstorm hampers travel, and bandits (human or otherwise) waylay the party. They may get help from a halfling hermit who has made his retreat in the mountains.

Numcar

This elven town boasts beautiful woodcarvings on every house and structure. The elves send some of their work to Hanaford for trade, and are also noted for their winemaking. The town is located near a pristine lake, and is ruled by Nindrol, an elderly, stately elf. His son Garrynon is a much younger and given to wandering deep into the woods. Garrynon is gregarious and eager to befriend any adventuring party.

Adventure Seed: Players encounter Garrynon in their travels. He tells them that a terrible plague or curse has befallen his town while he was out wandering. He is afraid to enter, and asks the players to investigate. When they enter the city, they find that the elves are in a deep sleep and they cannot be roused. Strange spider tracks lead to a nearby underground shelter. Beneath the earth, a witch has set up a magical talisman that has put a sleeping curse on the town. She uses her spiders to secure elves for her dark magic experiments.

Nameless Seers

High in the mountains to the south of Hanaford is an extensive cave system inhabited by the Nameless Seers. These elderly women in this community farm the hilltops and tend mountain sheep. They send much of their wool to town for barter. The head of their order is an extremely

ancient woman who sits quietly knitting all day next to a fireplace. She is an oracle, although she only answers questions about the future from those with noble motives. Unfortunately, she often phrases her answers as metaphors, such as "It will occur when the king below is slain."

Adventure Seed: The players have come to the Seers for information, or perhaps direction about where to explore next. The Seers are very willing to help, provided the players perform a task first. It seems their sacred pet, an owlbear, died recently. They ask the players to capture a healthy, live replacement and bring it to them. However, a group of bugbear hunters seeks the same quarry.

The Far Camps

This village serves as a center for hunting, trapping, and fishing. They also provide hunting cabins for the wealthy and nobility from the cities to the east. Old Heathturn is a retired veteran who serves as the town's mayor, militia organizer, and butcher. Father Erik tends to the locals' spiritual and medical needs. Also, he is an accomplished brewer and provides for beverage needs as well.

Adventure Seed: A visiting noble, Duke Harringon, and his hunting party have gone missing. His frantic wife is willing to pay the party for his return. In reality the party was kidnapped by a local orc tribe while hunting. The tribe hopes to sell the men to a necromancer as human sacrifices. The players will need to get information on the tribe's movement or the location of the necromancers' dark altar before the deadly ceremony. Some of the gnomes who make their home in the woods near the Far Camps may be persuaded or paid to provide information.

Olden Rumil

Rumil was once the center for the religious order of the Purifiers. For centuries, men and women would join this order by magically purging themselves of all negative emotions and inclinations. These evil desires were imprisoned within a great crystal globe that stood at the center of the main temple. However, one initiate sought great power and stole the globe, fleeing into the catacombs beneath the city. When cornered by the town guards, he chose to smash the globe to the ground rather than to surrender. The dark energy of thousands of humans was released and scoured all life from the area. To this day, the city remains empty, some say haunted. It is rumored that strange gray skinned humanoids have been seen in the city. Some suggest they are dark elves or dwarves from the Underearth. Others say they are the animated corpses of those who died in the city.

Adventure Seed: The PC's are hired to enter Olden Rumil and return the broken pieces of the globe to Hanaford. A cleric from the Purifiers wishes to cleanse the glass of any remaining evil. However, they don't know a band of human brigands, led by the clever ogre Romer, is after the same artifact. Other hazards include traps that function as a *Cause Fear* spell, undead who wander the ruins, and minotaurs who inhabit the ruins.

Crystal Spires

North of Numcar lies the strangest site in all of the Eastern woods. Standing nearly 100 feet above the ground, these pink-orange crystals are said to glow with an eerie light on certain nights of the year. Some say they were cast from heaven to destroy an evil temple that once stood on that site. Indeed, some ruins and underground passages can be found near the crystals. Another legend says they were thrust from within the earth, a magical weapon to attack cities on the surface. Additionally, some have reported glowing spirits that haunt the area, chasing the curious away. Given these legends, most content themselves with seeing the spires from nearby peaks. The area's only local inhabitants are the Tallgrass dwarves. They enjoy living above ground, though they do mine the gems found near the spires.

Adventure Seed: The strange lights from the crystal spires are becoming more frequent and erratic. The Tallgrass dwarves are reporting tremors beneath the earth and a fissure has opened in front of the main crystal. The adventurers are hired to investigate the cause the of tremors, and, if possible, to put an end to them. In reality, the tremors are being caused by an evil dark dwarf. He is using a giant worm to undermine the crystal, planning to sink it below the ground and use its magical energy. To date, he has already used the crystal's power to create several crystal golems as his slaves. To reach his main chamber, the party will have to face the threat of cave-ins, and crystal based traps such as light beams and mirror crystals that imprison the soul.

Old Fort And Fort Town

The island castle now known as Old Fort was once used as a defensive post for the river. It was abandoned shortly after Caladeus' campaign to cleanse the forest. However, some say that it is not truly uninhabited, that the ghost of Caladeus' lieutenant Artaigon still haunts the site. Legend has it that Artaigon achieved his post by leading the previous lieutenant and his troops into an ambush by orcs. This vile act condemned him to walk the earth for his crime.

Fort Town was the civilian town across the river from the fort. In recent times, it has been resettled by a number of halfling families who hope to clear and farm the local woods.

Adventure Seed: While travelling near Fort Town, the halflings ask the adventurers to investigate the strange lights they have been seeing on Old Fort Island. While they are not able to pay party, they do know of catacombs beneath the fort. Supposedly there is a hidden cache of magical weapons and mundane treasure hidden there that the players may want to acquire. To reach that cache, the players will have to face the human brigands who are using the island as their base and are the source of the lights. They will not fight to the death, and may be willing to warn the players that several monsters have taken up residence in the catacombs. It is also possible that they may encounter the ghost of Artaigon or undead humans who were cursed for being Artaigon's co-conspirators.

Great Peak

Great Peak and its surrounding mountains are home to the deepest dwarf mines in this part of the world. The dwarves are led by an aging but still sharp and determined leader, Thaerill. Thaerill is a relative of Morill, the dwarven blacksmith that the players may have met in Hanaford. The dwarves live in ornate halls near the mines with their families. All the dwellings are

located underground as protection from creatures that roam the high peaks. Much of the dwarves' ore, metal work, and jewelry is sent to market through Hanaford.

Adventure Seed: A group of dwarves and their accompanying shipment has gone missing en route to Hanaford. The dwarves are willing to hire the party to aid them in their search. The dwarves will search the area to the south, the party the area to the north. The party will discover signs of a struggle, and use tracking or wilderness proficiencies to determine the general area that the party was headed. They may get information from hunters in the area, or seek out the strange petroglyph that will answer three questions from the pure of heart. In truth, the dwarves were captured by a band of dragonmen who are making forays into the Great Eastern woods. This is a good opportunity to introduce the dragonmen into your campaign, foreshadowing what they will encounter in the Drakenlands.

Long Swamp

This long stretch of wetlands is a thriving habitat for many animals and plants, both benign and dangerous. It is rumored that there is a hidden temple deep in the swamp that was once home to a great school of magic. Some hardy souls live near the swamp and harvest the many blueberries and raspberries that grow there. However, few venture into the mire, avoiding both the poisonous snakes , carnivorous plants, and rumors of lizardmen.

Adventure Seed: Professor Andru, a noted magic user and scholar, hires the party to help him find the secret hidden temple of magic. He is growing old, and cannot make the trip without a strong team of adventurers. A large tribe of lizardmen has taken up residence near the temple, and they will allow the professor to study the ruins. However, they first ask the party to dispatch a hydra that has been plaguing their village. During this adventure, the party may also encounter snakes, hangman trees, and the occasional shambling mound.

Drakenlands

Beyond the mountains to the north lie the stark Drakenlands. This region is marked by dark forests, rocky soil, and numerous ruins. In ancient times, many sorcerers and necromancers built strongholds here, far from the prying eyes of civil society. One evil sorcerer, Xormaluuk, is said to have even created a new race, the Drakenmen. These dragonmen were bred in several strains, some more human, some more draconion. They are said to still plague the north, though the some chalk up the stories to ancient legends. Many goblin, orc and other humanoid tribes sought refuge in the Drakenlands. Some brave hunters have recently returned from the north with reports of the tribes uniting, and perhaps training for an invasion of the Great Eastern Woods.

Adventure Seed: The party travels to the north seeking the ancient stronghold of Xormaluuk. Though it has long been thought destroyed, they acquired a recent map (or information) on a previous adventure that suggests it may still stand. Legend has it that the secret stones that Xormaluuk used to create the drakenmen are hidden in the deepest levels of the tower. What the party does not know is that one of the more human-like drakenmen is leading his own band of warriors to the tower to seek the stones. Along the way, the party may have to contend with landslides, wandering yeti, and hostile tribes of goblins and orcs who don't take kindly to trespassing southerners.

Murgh Mactavish's Eyes of Avarice

The eyes of avarice appear as a pair of lenses that fit over the eyes of creatures from gnome to giant size. For up to an hour every 24 hours the eyes allow the user to designate and control a 1 HD or less creature of any kind within 2" of them (no saving throw if it is an animal, e.g. dog, mouse, bird, saving throw if it is a monster or humanoid). The target creature cannot be made to attack or cast spells or use magic items of any kind, however, they may be made to move up to 1 mile in any direction and to investigate whatever the wearer commands. While this is being done the user will see through the eyes of the target creature. No magical dweomer will be detected in the target creature, but at the same time no charm or enchantment magics will work on the target creature while it is being controlled. 1% of these items are cursed and will permanently bond to the user's eyes and once per day for an hour will choose a random target and the user will be forced to see through their eyes (-8 to hit, 6 point penalty to AC).

GP value 18,000; XP value 2,000.

by Ian Slater

Make a Mini Castle on the Cheap

by John Fredericks

Editor's Note: The use of miniatures and props is a time-honored element of D&D, and for many a necessary part of the game. Unfortunately, not all of us are natural artists. As such, those of us seeking to overcome our artist limitations need useful step by step tutorials.

While doing some shopping at a craft store, we came across some little sand castle molds on clearance for a dollar. They were the perfect size for gaming, so here are the steps used to paint and detail the castle.

1. Paint the castle with a spray primer.

Use primer spray paint to prime the castle. I used two thin coats of white, but a grey primer would work just as well. Don't skip this step or the other layers of paint may not stick well to your piece. Use two thin coats rather than one thick one to avoid runs. Allow to dry.

2. Undercoat the castle with a very light coat of grey.

For the rest of the castle, I used acrylic craft paint. It comes in little bottles at any craft store and many discount stores. Put a tiny amount of black into a good bit of white to make the grey. Be aware that acrylic paint dries a little darker than it appears when wet. Allow to dry.

3. Wash with dark brown and blue.

Add a very small amount of dark brown to a little pool of water. Do the same with a blue shade. The consistency of this wash should be like ink. Gently cover the piece with these washes. Don't be afraid to add more water to your brush if it is too thick. I used mostly brown, but mixed in some blue here and there to break it up. After it dries, repeat this step to get more of the paint into the cracks and crevices. Allow to dry.

4. Paint the door.

Paint the door a dark brown. When it is completely dry, vertically stroke a little burnt sienna or another light brown over the dark brown. Your brush should be almost completely dry when adding the light brown. You are trying to just gently suggest some wood grain. Then use black to add lines to differentiate the boards.

5. Paint the ground.

I used a deep green, but use whatever color you prefer.

6. Cover with clear acrylic varnish.

I prefer acrylic gloss varnish over polyurethane. Over time, some polyurethane finishes yellow. This

is fine for wood, but not generally desirable for craft work.

Below is a picture of the finished castle, with some minis included for scale. Also shown is a little wooden bridge that I detailed in the same way. (My father was kind enough to make the bridge on his band saw for me. Go Dad!)

You could also carve out the mortar lines using a Dremel tool.

The project can be extended in several ways:

- Glue the castle to a board or foam board if you would like to add surrounding terrain like a road or moat.
- You can achieve a nice grass effect on the board by putting on a layer of wood glue and thin add some sawdust. Once it is dried and painted, it has a nice grass-like effect.
- Gorilla Glue can be used to form rocks or dirt. However, since it expands as it hardens, use only a small amount.
- The castle could also be sprayed with paint that creates a stone effect. Check any home center and they will have it in the paint aisle. This should be done before step 3. A similar effect can be achieved by using a toothbrush dipped in thin, darker paint. Flick it with your thumb and you can create a nice spatter effect. Do this outside or in the basement, and practice first on a piece of newspaper. Getting the proper consistency is a matter of trial and error.

Hope you enjoyed this article and found some tips you can use for your own miniature work.

Zinfader's Cacophonic Boots

Usable by thief, illusionist, monk

The cacophonic boots appear as a regular pair of leather walking boots, the only unusual aspect of their appearance is a pair of round metal discs on either side at the top of the boots. Once a day the wearer may stomp on the ground and all sounds in a 3" radius are magnified many times over for 3 rounds. When this happens the user may roll a dexterity check, if they are successful they have managed to slip away undetected as those in the AOE have been distracted by the noise. They may travel the full distance permitted by their movement rate, though once they leave the original AOE they will no longer benefit from the distraction. 1% of these boots are cursed and will activate randomly, 3x per day, and cannot be removed without a remove curse, dispel magic from a 15th level caster or higher, or a high level spell like wish.

GP value 15,000; XP value 1,800.

Trombir's Periapt of the Mouse

Usable by thief, druid, monk

The periapt of the mouse is a small piece of jewelry made of ivory carved into the shape of a curled up mouse. Once per day the periapt allows the wearer to shrink to the size of a mouse for up to an hour. The user's movement rate will be 6" (considering their size, this is pretty fast) and they will be able to climb any surface other than sheer ice at the same rate. All of the user's gear transforms with them. If he periapt is destroyed while being used the user is stuck at the shrunken size permanently. In addition, 1% of these periapts are cursed and will not allow the user to transform back.

GP value 20,000; XP value 2,500.

by Ian Slater

The Dancer PC Class

by Nicole Massey based on original concepts by Lee Conner

"Stand and Deliver!"

Olivia glanced at her companion, Lord Kirkjoy, and saw his face fall. Obviously his "reports" were incorrect, as highwaymen were still working the second post road. The lord said nothing as the door wrenched open with a crude bang and the cloaked man motioned inside with a long slender blade.

"Oy, what do we 'ave 'ere? Poncy folks, we do. Git out 'ere and start turnin' over yer purses and jewelry, milord and lady."

The man was crude and obviously of low station, but his sword showed a facility at crossing class barriers.

Olivia looked at his lordship and mouthed, "let me out first."

As she stepped lightly out of the carriage she moved several paces away from the coach. She continued to step light, her motions ones of fluid grace. She reached up and unclasped her cloak. As she did so she kept careful eyes on the three robbers, noted their positions, and then smiled slightly as she realized this was going to be child's play.

With a pop of her wrist her cloak engulfed the closest one. She jumped and with a lashing kick rocked the head back of the one to his right, only shifting slightly so that her foot came down on the left knee of the one entangled in her cloak. A clear popping sound heralded the scream of agony as his knee failed, forever ruined. She whirled on pointed toe without breaking her motion and slapped the third one hard on his left ear, then followed with a jab to the eyes, a quick grip of his wrist, and then a wrench as she spun him around and pinned his arm behind him. As she dropped to one knee in the man's back her right foot lashed out once more, striking the center man in the head and stopping his wailing as he lost consciousness.

She glanced up at Lord Kirkjoy, still framed in the door of the coach. "Milord, perhaps it would be wise to secure these ruffians. I'm sure there's a bounty out for them, and though I don't suspect they'll wake soon, we do have a ball to attend."

The lord said, "Good lady, just how did you do that?"

"'Twas simple, milord. A touch of galliard, a touch of ballet, and a small touch of dervish. It's all in the dance, milord."

As Lord Kirkjoy turned to his footmen to have them secure some rope, he marveled at the choice to invite the dance mistress to accompany him. It was a lucky and propitious choice, it seemed …

Dating back at least to the feudal era of the middle ages in the 12th century dance was a fundamental part of noble life. A dance was a regular event and was not only a good place for younger nobles to meet potential mates but also for everyone to exchange gossip, carry on business transactions, and impress other nobles with their clothes and the entertaining skill of the host and hostess. But dancing wasn't all a social event for the nobles. Dancing was also a common social event for the lower classes, with feats of agility replacing the careful adherence to proper form and step, and warriors also learned to dance to master footwork and learn how to move. And the dance hall was a primary social place where young women and girls congregated. So dance wasn't the feminine oriented activity that many folks think of it today – quite the contrary, as young men often won the hearts of young women by their athletic prowess on the dance floor. Finally, the dance style often called belly-dance was specifically developed to strengthen the abdominal muscles to help in childbirth, though some of the standard props like the saber also incorporated martial skills. To this end there is the dancer class, a type of fighter that incorporates martial arts and a focus on dexterity instead of strength.

Why a dancer class? Why not just play a monk? For all the attempts to revise the monk, it still doesn't work for many players and referees. The monk is also an oriental class in an occidental world. So a martial artist type is needed for the non-OA campaign, especially since according to the Oriental Adventures tome the monk class is now moved into oriental campaigns. Lee Conner originally developed this class as an AD&D class based on Rolemaster's dancer and dervish classes, but he ran a campaign with a much higher level of lethality and more powerful characters than the by the book game, so

substantial re-working is required to make it balance with the other official classes.

The dancer is a variant of the fighter class, with far less weapon and armor emphasis and more focus on movement and form. The prime requisites for dancers are dexterity and comeliness (if comeliness isn't used, use charisma instead) the sum of which must be 30 or higher. If their sum is 35 or greater the dancer will receive a 10% experience bonus. A Dancer may be human, elf (any type except for aquatic elf or wild elf), or half elf of any alignment. The referee may also allow other races to be members of this class, as dance is a feature in all societies. Drow may be Cleric/Dancer characters, while the rest of the elves may be dancer/magic-users or dancer/thieves as well as dancer/clerics or dancer/druids. The guild limits non-human dancers to the same level as fighters of that race, though as outlined in Unearthed Arcana the dancer may exceed that level with exceptional ability scores. For each two points of combined dexterity and comeliness (or charisma if comeliness isn't used) add one additional level to the level limit for the particular dancer.

Dancers may not wear armor of any type, even if multi-classed. They may use the dagger, knife, gunsen, (fighting fan) cestus, chakram, saber, cutlass, dart, whip, chain, bola, or sling. The dancer's first weapon must be the dagger, knife, or fighting fan. Multi-classed dancer characters cannot use any of their dancer abilities if they are using any weapon not usable by a dancer, so it's best to stick to the dancer list of weapons. They also make attacks unarmed, using open and closed hand attacks and kicks. When a dancer scores a hit using his or her hands or feet and hits with a roll five or more over what he or she needed to hit, before any to hit bonuses due to strength, then the struck opponent is stunned for d6 rounds.

Dancers may use oil but cannot use poison unless they are evil.

Dancers save and attack as fighters. Dancers have 8-sided hit dice, starting with one and adding an additional one up to name level. They cannot specialize in a weapon, and they don't gain the multiple attacks per round that fighters gain against creatures under one hit die. Dancers have the same ability score benefits as fighters, with the same strength bonuses and ability to show exceptional strength and the hit point bonuses for constitution. Dancers may dodge missile attacks by making a save against petrification. Likewise if a dancer saves vs. an attack requiring a save he or she takes no damage from the attack.

Table I: Ability Score Minimums

Stat	Min Score
Strength	9
Intelligence	6
Wisdom	3
Dexterity	12 *
Constitution	9 **
Charisma	9
Comeliness (If Used)	12 *

* the total of these two ability scores must be 30 or higher. A total of 35 or higher grants 10% to gained experience

** bonus hit points granted as a fighter

Table II: Basic Class Abilities

armor	none
shield	capes and cloaks only
weapons	dagger, knife, gunsen, (fighting fan) cestus, chakram, saber, cutlass, dart, whip, chain, bola, or sling
oil	yes
poison	evil only
alignment	any
attacks per round	as fighter
saving throws	as fighter
starting money	as fighter
weapons of proficiency	1 + 1/3 levels.
non-proficiency penalty	-3
non-weapon proficiencies	4 + 1/3 levels ***

*** The dancer must take Dance – Social and Etiquette before establishing a dancing school.

Dancers prefer to travel light and to avoid things that confine, encircle, or bind. A dancer won't wear belts or things that attach to a belt on his or her person, instead preferring sheaths tied into place or pockets in clothing. Clothing fits comfortably and doesn't encumber but is fairly form fitting so it doesn't get in the way. Vests are popular as places to store things, and a backpack will generally have a single strap for holding so it can be dropped at a moment's notice. (Dancers also tend to pack carefully so that dropping a pack doesn't break anything) Dancers also like cloaks, capes, and robes, especially ones that are attractive and flow well with their movements.

Table III: Experience, Title, Hit Dice, and Abilities I

Level	Experience	Hit die	Title	AC Mod	Move	MA Damage	Speed
1	0 - 2,250	1	Apprentice	0	13"	1d4	1
2	2,251 - 4,500	2	Journeyman	-1	13"	1d4	1
3	4,501 - 10,000	3	Waltzer	-1	14"	1d6	2
4	10,001 - 20,000	4	Bransler	-2	14"	1d6	2
5	20,001 - 40,000	5	Pavanner	-2	15"	1d8	2
6	40,001 - 90,000	6	Estampier	-2	15"	2d4	3
7	90,001 - 150,000	7	Galliardist	-3	16"	1d10	3
8	150,001 - 225,000	8	Choreographist	-3	16"	1d10	3
9	225,001 - 325,000	9	Dancer	-3	17"	2d6	3
10	325,001 - 650,000	10	Master Dancer	-3	17"	2d6	4
11	650,001 - 975,000	10+2	Master Dancer (11)	-4	18"	d12	4
12	975,001 - 1,300,000	10+4	Master Dancer (12)	-4	18"	3d4	4
13	1,300,001 - 1,625,000	10+6	Master Dancer (13)	-4	19"	2d8	4
14	1,625,001 - 1,950,000	10+8	Master Dancer (14)	-4	19"	4d4	4
15	1,950,001 - 2,275,000	10+10	Master Dancer (15)	-4	20"	3d6	5
16	2,275,001 - 2,600,000	10+12	Master Dancer (16)	-4	20"	2d10	5
17	2,600,001 - 2,925,000	10+14	Master Dancer (17)	-4	21"	2d12	5
18	2,925,001 - 3,250,000	10+16	Master Dancer (18)	-4	21"	3d8	5
19	3,250,001 - 3,575,000	10+18	Master Dancer (19)	-4	22"	3d12	5
20	3,575,001 - 3,900,000	10+20	Master Dancer (20)	-5	22"	3d12	5

325,000 experience points per level for each additional level beyond the 15th. Dancers gain 2 hp per level after the 15th. 1 AC for every 5 levels after the 15th. Attacks and speed do not increase after 19th level. Speed is the number of hand attacks per round.

Dancer Table IV: Class Abilities II

Level	Move Silently	Climb Walls	High Jumping	Standing Broad Jump	Running Broad Jump	Tumbling Attack	Tumbling Evasion	Falling
1	15	90	0	0	0	0	0	0
2	21	91	0	0	0	0	0	0
3	27	92	0	0	0	0	0	0
4	33	93	0	0	0	0	0	0
5	40	94	0	0	0	0	0	0
6	47	95	4’	4’	8’	6%	10%	25%/10’
7	55	96	4-1/4’	4-1/2’	8-1/2’	7%	15%	50%/10’
8	62	97	4-1/2’	5’	9’	8%	20%	75%/10’
9	70	98	4-3/4’	5-1/2’	9-1/2’	9%	25%	25%/20’
10	78	99	5’	6’	10’	10%	30%	50%/20’
11	86	99.1	5-1/4’	6-1/2’	10-1/2’	11%	35%	75%/20’
12	94	99.2	5-1/2’	7’	11’	12%	40%	25%/30’
13	99	99.3	5-3/4’	7-1/2’	12’	13%	45%	50%/30’
14	99	99.4	6-1/4’	8’	13’	14%	50%	75%/30’
15	99	99.5	6-1/2’	8-1/2’	14’	15%	52%	20%/40’
16	99	99.6	7’	9’	15’	16%	54%	40%/40’
17	99	99.7	7-1/2’	9-1/2’	16’	17%	56%	60%/40’
18	99	99.8	8’	10’	17’	18%	58%	80%/40’
19	99	99.9	8-1/2’	10-1/2’	18’	19%	60%	20%/50’
20	99	99.9	9’	11’	19’	20%	60%	40%/50’
21	99	99.9	9’	11’	20’	20%	60%	60%/50’
22	99	99.9	9’	11’	21’	20%	60%	80%/50’
23	99	99.9	9’	11’	21’	20%	60%	20%/60’

Note: racial and dexterity modifications also apply.

Dancers use cloaks and capes as defensive items, with a +1 for a cape against one opponent or a +1 for a cloak against up to 3 opponents like a shield. Dancers, even when multi-classed, cannot used shields or bucklers of any type. Dancers may use magic items usable by monks or fighters. Dancers pack light. Starting money for a Dancer is as a fighter.

Dancers have certain special abilities gained at higher levels. Starting at fifth level the dancer may, once per day, dance a dance that is so enthralling and mesmerizing that it acts as a charm spell, which is at a +4 save vs. charm. The dancer gains skill with this dance so that each two levels gained after fifth the dance is one more difficult to save against, meaning that the save vs. charm for a sixth level dancer's charming dance is at +3, +2 for ninth, etc., up to a -4 save penalty for dancers of 21st level and above. The dancer must dance for one round before the charm is initiated and can dance for up to one round per level plus the dancer's current points of constitution before tiring. The charm lasts for an equal number of rounds to the time of the dance, and the so charmed creature will have a +25% reaction bonus when dealing with the dancer from that point on unless the dancer does him or her some clearly definable harm.

At 11th level the dancer becomes immune to Haste and Slow spells, while at 12th level the dancer may act as if wearing a **Ring of Free Action**. At 13th level the dancer gains the ability to take only half damage for all attacks, even if the save is failed, like the monk class.

The dancer of 15th level ability or higher gains the ability to, once per day, initiate an attack called "The Whirling Dervish", which allows the dancer to attack creatures within a 10' radius using either hand, foot, or melee weapon attacks, though the melee weapon used must be no larger than a dagger. All attacks must be the same type of attack. The dancer may attack 1 creature for every two levels of experience he or she has, rounded down, so a 15th level dancer could attack seven creatures in this attack, with an additional one added at 16th level and one more every two levels thereafter. The dancer takes 1 point of damage for each target so attacked, and after this attack the dancer fights at a -4 penalty until he or she has rested with no other strenuous activity greater than a slow (6") unencumbered walk for 1 turn. This attack also costs the dancer six points of constitution until proper rest is taken, and the attack cannot be initiated by any dancer with a dexterity under 17.

Upon reaching name level (10th, or Master/Mistress Dancer) a Dancer may choose to establish a dancing school where young men and women (mostly women) go to learn how to dance, as Dancers are proficient in both the combat style of dancing as well as the more prosaic dances used in a polite society. (They also tend to know the more exotic tribal style dances used for ritual and belly dance skills too, often used in childbirth and as a social/presentation form) The dancer will establish a Dance studio and teach classes to 10D12 students looking to learn basic social dancing and 4D6 students looking to learn to be combat dancers themselves. The dance school will also serve as a major social hangout for the young unattached women of noble families in the area, much like how the dueling school acts this way for young men, so many dance mistresses and dance masters place their schools in close proximity to the school of the fencing master or mistress. The Dancer will gain 1GP per week for each social dancing student in a big city and 4SP per week if his or her dancing school is placed in a rural village, while the apprentices will pay half that and also help out in teaching the social students how to dance.

Other Dancer Options

There are some additional options for dancers. First, a referee may choose to allow any race capable of being a fighter to be a dancer, with the same level limits as if the character is a fighter. This also means that any class that can multi-class as a fighter type can also multi-class as a dancer instead. This option opens up more opportunities, and will probably involve more styles of dancing.

If the referee allows this, then it's also possible to have a character that starts out as a dancer instead of a fighter on the way to becoming a bard. Level limits are the same, and such a bard uses the dancer weapon options instead of the bard ones, though dancer based bards cannot use whips, chain, or cestus while also playing an instrument. This version of the bard will also reduce the problem of so many hit points that the bard class has.

Creature Feature I:
Ecology of the Slange-Yaotl

by Dan Rasaiah

"You see the foot marks here? They aren't booted, somebody was walking toward the men training on the Northern side of the Bailey, and he wasn't a soldier."

The guard captain retched again and regarded the ranger. The stench of gore was overpowering, yet the man seemed oblivious to the carnage that lay around them. "Well that could be anyone, we have plenty of squires and civilians walking the ground, bringing supplies and the like. What's this got to do with … ?"

"Man, likely medium height and build, walks this way for twenty feet and then bam, we get this."

The guard captain swallowed as he looked at the clawed footprint the ranger was tracing with a stick.

"Two claws; see the big one here? Over a foot wide, and three times that long. Smaller one here, must be some kind of stabilizing thumb. Judging by the depth of the print, hard packed earth, I'd say we're talking the weight of fifty or more men."

"Dragon?" the captain said as he looked nervously to the skies.

"Claw pattern doesn't match. Besides, the attack occurred in broad daylight. Anyone see a dragon fly over the walls? There's over a hundred thousand people living outside, I think someone would've reported something."

"What then? I've got over fifty dead men here. Armed and armoured men. Men I trained myself. What could've done … what could've done this?"

Mort Jensen looked once more around the courtyard. Men were scattered across the training ground, torn apart, their limbs bent into unnatural angles like silver puppets. In his thirty odd years of carrying a sword, he had never seen anything like it.

"Why don't you ask the clerics? There's a hundred of them in this city who can speak with the dead. Seems straightforward enough to me."

Mort pinched the bridge of his nose, the stench was giving him a ferocious headache.

"We've already tried that. None of them can tell us anything, and raising attempts all failed."

The ranger regarded Mort quizzically, "but these bodies can't be more than a day old?"

"Less. I was helping some lads here with their bow-work not an hour past midday, so this must have happened midafternoon. Unfortunately we've got nobody to ask, because everyone's dead, and even the dead ain't talkin. Dionara found 'em just before sundown, you could hear the screaming from the blasted midden. So broad daylight, an entire garrison massacred, and no eye-witnesses."

The ranger began walking to a group of bodies scattered around a weapon's rack.

"The gate?"

"Locked and barred from the inside" Mort said as he hurried to keep pace with the swift woodsman.

"Guard's in the towers?"

"Dead. Bodies completely smashed, several of them decapitated. Everyone who was on duty at the time is dead."

The ranger crouched, examining a massive rent in the breastplate of a guardsmen.

"Well that's strange. There's no way whatever made those prints could fit into those towers."

"Magic?" said Mort, his voice quavering slightly.

"Possibly. Either that or it was a coordinated attack. Different assailants hitting the keep en-masse. Anything stolen or missing?"

"Nothing."

"Hmm, strange. You see this here?" the ranger said, gesturing to black goo smudged on a puncture wound through the man's cheek.

"Judging from the multiple puncture wounds, I'm saying teeth. The skull has been crushed like an egg, so we're talking huge power, and by the skin discoloration, I'll bet

the black stuff is some kind of poison," remarked the ranger, jerking his head back from the acrid smell.

"You see the way these tracks are all jumbled over each other? The victims couldn't see their attacker."

"Invisibility?"

"Unlikely. The prints suggest frantic activity, which means the attack had already begun, or the men were somehow alerted to danger. The tracks suggest that not only could the men not see their assailant, they couldn't see each other. The hand prints and smudging in the dirt here suggest that they were literally falling all over each other. Considering they were veteran warriors, I'm guessing some kind of vision problem rather than fear."

"But the attack occurred in broad daylight?" said Mort looking confused.

"Exactly. I'm thinking your first idea may have been on the money Captain, magic. Have you spoken to the mage?"

"Hello Vandal," uttered a deep baritone voice, as a tall robed man appeared out of thin air.

"Dammnit Magen, you know I hate it when you do that!" exclaimed the ranger, his momentary surprise fading into a grin. "How long have you been watching us?"

The mage smiled "Quite some time actually. I thought it best we observe things invisibly so not to disturb your concentration."

"We?"

"Hi Vandal!" squeaked a thin high pitched voice from the battlements, as a brown haired halfling materialized on top of the crenellations.

"Tealeaf?" questioned the ranger squinting into the sun.

"Indeed! The whole gang is here!" exclaimed the halfling as he deftly scampered down the sheer wall to the courtyard. "Well, all of us except Aithra," muttered the halfling, his voice trailing off as the tall mage began scowling in this direction.

Vandal's face momentarily clouded before regaining composure. "Find anything on the walls?"

"Nothing. No sign of grapples, no sign of gouges or claw marks in the stone," chirped the diminutive figure. "In fact, I'd wager that unless these men were killed by a skilled climber such as myself, nothing came over those walls."

"Magen, what are your thoughts?" asked Vandal, turning to the tall robed figure.

"I agree with your summation Petyr, most likely teleportation magic of some kind."

"Okay," said Vandal holding up his hand and counting off the fingers. "One, we've got a creature who can change form, from a humanoid to a gargantuan clawed and fanged beast; four-legged judging by the tracks. Two, it's got teleportation powers, and the ability to cloud vision or create darkness. Three, it's poisonous. Four, it can shred a hundred fully armed warriors without shedding any blood of its own. Five, the dead can't be communed with nor raised, suggesting some kind of magical interference or something. And six, there appears to be no motive. Nothing was stolen, all the weapons and armour have been left behind, and from what I can gather, no body parts are missing, so it didn't kill these men for food. What fits that description?"

The mage stroked his greying dark beard "there's something else Petyr. We found a guardsmen fifty feet beyond the walls, laying on a rooftop. Dead, but no sign of claw or bite marks."

"Jumped?" said Vandal.

"Too far. Most likely thrown, although judging by the trajectory I'd say he came from that window there," said Magen gesturing toward the northern tower. "Considering the cramped space inside the guardroom, I'd rule out size-based brute strength. Magic would be my guess, telekinetic magic to be more precise."

"Do you think it's possible that a wizard did all this Magen?" said Vandal, gesturing around at the carnage.

"Possible? Yes. Likely? No. Even someone of my own power would struggle to slay this many armed warriors, and I don't see signs of any evocative magic anywhere. No signs of scorching or fire, and no cracked rock and dampness from cold magic. No, judging from what I've seen, I'd say whatever did this used brute force backed up with powerful magic. There's nothing from our realm that I know of that can do all the things we've mentioned. I suspect that our culprit may be outer-planar," remarked the mage with a flourish.

"A demon?" said Vandal.

"Possibly, although the lack of trophy taking, or signs of corpse-feeding says no."

"Devil?"

"Unlikely. Whilst thoroughly evil, they are structured creatures, and this wanton destruction points to something random, without any definable purpose. I daresay, this is too haphazard for a devil's work."

"What then?" asked the ranger, his hand drifting to his sword-belt.

"I have no idea Petyr. Something new. Something which despite the abundance of easy game just outside the walls, chose to come here and fight a group of hardened warriors. Something without seeming purpose or motive. Something evil my friend…something very, very evil …"

Slange-Yaotl

Frequency:	very rare
No. App.:	1 (or 1d2 Tarterus only)
Armour Class:	-4 (male), 0 (female)
Move:	18" (male), 15" (female)
Hit Dice:	14 (male), 9 (female)
% in Lair:	50% (male), 90% (female)
Treasure Type:	G, P (x10)
No. of Attacks:	3
Damage/Attack:	2d4+7 / 2d4+7 / 3d4+poison (male), 1d6+2 / 1d6+2 / 2d4 (female)
Special Attacks:	see below
Special Defences:	see below
Magic Resistance:	65% (male), 85% (female)
Intelligence:	Exceptional (male), Genius (female)
Alignment:	Chaotic Evil
Size:	L (27' Long male, 18' long female)
Psionic Ability:	Nil
Level/XP:	IX/12,800 + 18xp/hp (male) VIII/5,400 + 12 xp/hp (female) base-level, adjust upward for greater magical ability

Hailing from the mountainous regions of Colothys in Tarterus, the dreaded Slange-Yaotl resembles a long reptilian ferret with a humanoid head, and a tactile tail with six slender (figure like) tendrils protruding from the end. They are not demons, but are monstrous foes nonetheless. They have forked tongues and reptilian eyes, but their facial features resemble that of a giant human in all other respects aside from their needle like metallic teeth. Their hind-legs end in five clawed toes, whilst their fore-legs have one giant clawed finger (1' wide), and one clawed thumb.

Males are considerably bigger than females, and possess a thicker armoured hide, with greater overall martial prowess. Females are generally the more intelligent of the species however, and in addition to having greater magical resistance, will possess the spell casting ability of both a 6th to 11th level magic user, and a 5th to 9th level illusionist. These spells are in addition to their at-will powers, and are cast with the aid of their prehensile tail for somatic requirements.

In Colothys, there is the chance of encountering a mated pair, an unpleasant situation to be sure. However, only the males journey to the Prime Material Planes, a task which they must complete in order to feed their young (1d6 eggs to a clutch), while the female remains to guard their lair in Tarterus. The male makes this journey in order to gather the souls of sentient mortals, as this is the only sustenance that juvenile Slange-Yaotl can consume.

Adult Slange have the ability to magically create food and water, and will never eat or drink anything else aside from their own young (see below). Food and water created in such a manner will be unpalatable to non-Slange, causing nausea and vomiting if consumed.

Slange-Yaotl are xenophobic creatures, and thus their lairs will never be guarded by lesser creatures or minions. They are not without defences however, as these highly intelligent creatures delight in misdirection and the placement of deadly traps, both mundane and magical.

A mated pair of Slange can communicate telepathically over any distance, even across planes (similar to the psionic ability). They will remain bonded until they have successfully reared a clutch to adulthood, at which time they will part or fight to the death.

Slange-Yaotl attack by rearing up on their hind-legs and delivering vicious slashes with their fore-claws. Their bite is poisonous, although the poison is different between males and females. Victims of the male poison must save vs. poison or die; victims of the female poison must save or suffer 6d6 hp of damage. Note that all Slange are unaffected by either poison. Their delicate tail is not used for physical combat, but can wield wands and similar magical items, if the Slange has them at its disposal.

Slange are immune to non-magical weapons as well as non-magical poisons. They sustain half damage from fire and cold attacks (save for 1/4) but sustain full damage from acid and electrical attacks.

Both males and females have the following at-will powers which they may use one at a time, once per round, at the 12th level of ability: *Audible Glamer*, *Darkness 20' Radius*, *ESP*, *Invisibility*, *Levitate*, *Polymorph Self*, *Silence 15' Radius*, *Water Breathing*, *Slow* (3/day), *Stone Tell* (1/day), *Telekinetic Blast* (1/day, see below), *Create Food and Water* (1/day), *Spectral Force* (1/day), and *Teleport Without Error* (3/day, carrying up to 6,000gp weight).

In addition males may use *Soul Steal* (see below) and *Plane Shift* (2/week).

Telekinetic Blast is an ability to propel any object up to 5,000 GPW at very high speed for a distance of 30'. The

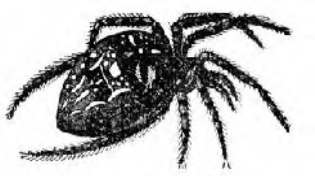
victim is allowed a saving throw vs. paralyzation at -4 or be knocked prone, and will suffer 6d6 hp damage if flung into any hard object.

Soul-Stealing is an innate magical ability of Slange males, and takes 1 full round to complete per corpse. It may only be directed toward sentient humanoids, slain by the Slange within the past hour. The magical process allows the Slange to consume the life-essence of the being, which it regurgitates for its young once it returns to Colothys. Creatures who have had their life-essence consumed in such a manner cannot be raised from the dead, and will be forever lost unless saved via a *Wish* spell. *Speak With Dead* spells will be ineffective. Despite the terminology, *Soul-Stealing* can be successfully applied to elves.

Generally speaking, a Slange requires approximately 20 souls per young it is rearing, and has only 1d4+2 days to complete the process before its young wither and die. It is believed that there is a correlation between life essence and the fortitude (HD) of the slain, as Slange tend toward male adult victims, and warriors are sought rather than regular folk (although these will suffice if the Slange is desperate). If the male Slange is slain before the process is complete, the female will consume the young, realizing its mate is dead via their telepathic bond.

Torubalt's Spider Gloves

Usable by thief, illusionist, monk



The spider gloves are made of fine white silk crisscrossed with dark lines. The gloves may be held palm up and they will shoot forth a strand of sticky webbing up to 2" away, this allows them to do each of the following once per day (either glove can do it, but only once a day for each function):

- Shoot a strand up to 2" and swing from it, this can be used to break a fall on a successful to hit roll against a surface no more than 2" away. If the user is any further than 5' from the surface adhered to they must make a dexterity check or take 1-8 hp of damage when they come to the end of the strand and are pulled in to the surface.
- Trip enemies by entwining their feet, a successful to hit is required at +2 (as an exact hit is not required), victims will be prone for 1-2 rounds while they extricate their feet from the webbing.
- Disarm a target with a successful to hit roll (this is a regular to hit roll without any called shot penalty). Additionally, if the target is hit they must save versus RSW, if they fail the object is snared by the web and can be retrieved by the user.

GP value 18,000; XP value 2,000.

Rajmurangi's Torch of the Footpad

Usable by thief, Illusionist

The torch of the footpad appears to be a normal, lightly singed torch. When lit and waved in the air for 1 round the smoke from the torch fills an area of up to 4"x4" either centered on the user or with the edge of the area touching on the user. Any hidden doors in the AoE will outline in sharp blue, illusions in bright green, magical objects in deep purple, and traps in bright crimson. The torch can be lit 30 times before it will become unusable. If the torch is left with at least 2 lightings (the torch is a bound collection of dry sticks, when it is burned down to the last binding it has 2 lightings left) it can be "regrown" by planting the remainder in fertile ground, dousing it with illithid blood and sprinkling ground displacer beast bones on the area. After a week a new torch will appear.

GP value 20,000; XP value 2,500.

Quillon's Lens of Assessment

Usable by thief, magic user, illusionist

The lens of assessment is a small glass lens in a copper frame on a small copper post. If a jem, piece of jewelry or coin is looked at through the lens its worth will be known to the viewer within 1% of its value. The lens may be used this way for up to one turn per day. Any attempt to use it more than this will have a 10% chance per round of causing the lens to crack and be rendered permanently useless.

GP value 18,000; XP value 1,500.

by Ian Slater

Creature Feature II: Ecology of the Spore Spitter

by Bryan Fazekas

The woman found her elderly husband where she expected to find him, sitting in front of the tavern with a wine mug in hand, surrounded by listeners as he told stories. Foremost among the listeners sat their grandson Jake, his best friend David, and their tutor Bisonbit. At 16 the older boy tried to project an air of aloofness, but was failing miserably. Leaning forward with a rapt expression on his face, he was as intent on the tale as the others.

She could hear Hal snoring inside the tavern. A bit older, less lucky, and less wise than Trajan, that ex-adventurer was missing a few body parts and told stories in exchange for ale, at least until he passed out on a table. Then Trajan took over. He accepted a single mug of wine and regaled listeners with a tale or two. Maybe she was partial, but she thought her husband's tales were better, told less emphatically and at a lower volume. Also without ale sprayed on people who sat too close.

Today there were a few strange faces, but many familiar ones, including a short, stout Sathean caravan guard. They saw him on a regular basis. Of Sathean heritage herself, this man was shorter than most and stouter than most, but not one for anyone with sense to tangle with. That described a lot of Satheans.

The Sathean asked the old man, "What is the strangest beast you've ever fought?"

Taking a sip of wine Trajan ruminated for a minute. "The strangest 'beast' I've ever fought wasn't a beast." Looking at his audience's confusion he repeated, "The strangest beast I ever fought wasn't a beast " He took another slow sip of wine. "It was a plant."

* * *

Trajan and Etjar tramped down an old animal trail. From the look it hadn't been used in a year or two, not long enough for the forest to reclaim it. Like most animal trails it meandered, following the terrain. Both men were young, tall, and fit. The route rambled up and down the rolling ridges but was not difficult walking. Behind them they could hear a woman swearing, then a yelled, "Wait!"

Trajan continued walking but Etjar stopped. Realizing his friend had stopped Trajan turned and walked back to his friend. Etjar shook his head. "You really like irritating her, don't you?"

Laughing Trajan replied, "It's something to do."

"Someday you're going to wish you got along with her better."

"You getting sweet on her?"

Etjar looked back to where the woman and a shorter companion were just coming into sight over the last rise. "She's ok looking and good in a fight, but I can't see myself kissing her." Slyly looking back at Trajan he said, "I would never get in your way."

"ME? You have GOT to be joking!"

"There's a fine line between hate and love, my friend. The way you treat each other it must be love!"

Trajan looked darkly at his friend, spit, and they waited in silence while the two companions stumbled the final distance. As they reached them the Kerrean turned to continue walking.

"Wait, you long legged oaf" The woman was easily a foot shorter than the tall, spare Kerrean. Typical for a Sathean she was barely above 5 feet tall and her stride shorter than his. Having bronze skin and broad features, she wasn't exactly attractive by Kerrean standards. Both men had lighter skin and hair, a marked difference from the short, dark Satheans.

"Yes, please wait!" the fourth companion begged. A gnome just over 4 feet tall, he had a shorter stride than the woman. He was strong for his size, not like a dwarf but he also didn't have a dwarf's impossible build with extra wide shoulders and oddly narrow waist. Gnomes sort of resembled a cross between dwarves and humans, although shorter than either.

His panting may have been exaggerated, but Trajan stopped anyway. The gnome was a good companion and Trajan had already gotten a rise out of Marissa. For this minute at least. "How much farther to the temple?"

Etjar looked at the mid-day sun. "Another 3 hours."

Trajan looked archly at Marissa and added, "If we keep walking."

The dark woman's face grew darker and if looks could kill Trajan would be a puddle. Etjar cut in quickly, not wishing to listen to more of their wrangling. "There's no rush. We'll have a couple of hours of daylight to look the temple over, and we will start your search at first light."

The gnome was a scholar who paid the trio to escort him to a long abandoned temple of Hate, a demi-god of abuse and suffering. Like most such gods Hate had few followers and its temples, once discovered, got sacked.

Another hour saw the group topping yet another ridge. Below ran a small river that fed an equally small lake. Or maybe it was a large pond. "We'll have to find a place to ford the river." After the slower members of the band caught up they started down into the valley.

They were almost at the river when Etjar stopped, holding his right hand up with the fist clenched, signaling a stop. Trajan and Marissa immediately scanned around them – when something triggered Etjar's phenomenal senses and instincts it meant danger. Etjar peered around, listening intently. His eyes and mouth opened wide in shock and he like dropped a rock. A brown/black ball huffed through the space his head had just occupied and slammed into a nearby tree with a dull thump. It hit hard enough to partially crush itself and then slowly peeled off the bark and fell limply to the ground, oozing thick, white juices.

"WHAT IS THAT?" Petteri shrieked!

Yanking his sword from its sheath on his back Trajan tore his eyes from the crushed shape and made a good imitation of someone trying to look in every direction at once. A slight fluttering sound warned him and he lashed out with his hand-and-a-half bastard sword. Trajan's slash bisected one of the flying things just before it hit Petteri, spraying him with white juices and causing the pieces to flash past him on either side. But the gnome never saw the thing, just the flashing sword which seemed aimed at his head. He shrieked again and threw himself away from the blade. Babbling, he scrambled frantically away from the big human.

Marissa hissed out words that Trajan heard, couldn't understand, and immediately forgot – magic words. Bright green spikes of energy flew from her right hand. Two punctured another of the flying blobs and the third punctured another, causing both to slam into the ground explosively with a spray of white juice.

Trajan realized that Etjar was standing near him, long sword in hand and shield at the ready. Etjar was like that, moving so quickly that no one saw him move. Trajan felt confident now that his friend was ready to fight.

Petteri was hiding under a bush, still unaware of how close he had been to being brained by the flying blob. Ignoring him, Marissa moved quickly to the big men, forming a triangle with each facing out, scanning their part of forest.

"What is that thing?" Etjar whispered, his voice low.

Marissa glanced down at the pieces of the one Trajan has slashed him half. "It looks like an apple inside, although it looks softer, more like a peach." Sounding more curious than afraid she continued, " I have no idea what it is."

With whooshing all around them, wave after wave of the things attacked. They had no self-preservation, blindly flying into the blades. Each dropped from minor wounds. After a couple more spells Marissa was panting – spell casting took a lot of the wizard's energy and rapid casting depleted her quickly. She pulled daggers from her belt to slash and stab at her attackers. This worked for another minute until one flew between Etjar and Trajan to slam across the top of her shoulder, pitching her onto her face.

Trajan had eyes on the back of his head. Yelling incoherently he slashed his latest attacker in half, spun and straddled her prone body, hacking several things from the air in succession.

The attack grew more intense and ended suddenly, with no warning. Abruptly no more things few through the air, they just lay splattered all over the leaves on the ground. Trajan looked everywhere for more.

"Get off me you big oaf!" Marissa swore. Moving carefully Trajan stepped to one side, then reached down with a juice smeared hand to help her up. Marissa got to her knees and grudgingly accepted the proffered hand. Wiping ineffectually at her smeared clothing she peered around. Silence filled the air. Meeting his gaze she saw a different look there, totally different from the amused, condescending air he normally directed at her. For the life of her she had no idea what it meant. They stared into each other's eyes for a pregnant minute.

Etjar looked at Trajan with amusement, as the big man stood in unusual silence – few were the times that pair didn't belittle or curse at each other. Then the moment broke and the pair looked quickly away from each other. All three started scanning for more threats.

Petteri scrambled out from beneath his bush, peering around fearfully. Dozens of the things lay around, all unmoving. Mastering his fear he poked one with a stick. When it didn't move he prodded it again, and finally

examined it more closely. "This isn't an animal", he commented in amazement. "It seems to be a plant."

His fear washed away in a wave of scholarly interest. He acted more like a small child, totally absorbed by his interest in the thing, a typical thing with gnomes. Trajan wondered how their race managed to survive. "Yes, this resembles a seed pod although it has some characteristics of the spores of a giant fungi as well." He turned it over and pointed to a series of small regularly spaced holes all over the bottom and sides of the thing. "This must be how it flies! It jets air out through these holes! But how does it do that?" he trailed off in wonderment.

"Bag a couple of them," Etjar commanded. "We should leave here in case there are more." Choosing the two least damaged ones Petteri pulled an empty sack from his pack, put them in it, and tied it to the back of his pack.

Instead of their former pairs, they now moved in single file, weapons ready. Trajan led with the gnome behind him, the woman next (still picking at her smeared clothes), and finally Etjar. Moving cautiously they reached the bank of the small river. It was about 40 feet across but they couldn't tell the depth. "Let's move upstream to look for a ford."

The gnome started to follow Trajan but piled into him as the big man suddenly stopped. Starting to berate the man's clumsiness he stopped when he saw what had stopped the human.

Less than 40 feet away stood what looked, at first glance, like a green tree stump standing 10 feet tall and 3 feet in diameter. It was surrounded by a cloud of the flying black/brown things, all hovering in place with an air of menace. Marissa gasped. Swords raised in defense. The tense atmosphere could be cut with a knife.

Trajan felt Marissa invoking a gentle spell, one that whispered out gently. Although he had no idea what the spell was, he could feel a sense of communion as it flowed past him. Trajan shivered. Magic spooked him.

Glancing at the small woman he saw her intense concentration, her head moving in small nods. She scowled a bit and then relaxed, a small smile forming. Another tense minute passed and another. Finally the thing moved slowly away from the river on what appeared to be thick roots, its cloud of protectors moving with it. After it moved 50 feet Marissa said, "Let's go, it's letting us pass without a fight. Best we move quickly."

As they edged past it Etjar asked, "Where are we going?"

"If I understood correctly there is a narrows up a ways with a tree fallen across it. We can cross there."

"You talked to it?" Trajan wondered.

"I tried a spell normally used to talk to animals. There's a different spell for talking to plants, but I don't know it. That thing is more plant than animal, but the spell worked." She frowned. "Not well, but well enough."

The gnome butted in, "It may because of the creature's intelligence. In that it may be closer to animal than plant."

"Maybe so." She considered it for a minute. "Probably so. But it agreed to let us pass as we are not contesting its territory and just passing through." She paused again. "Killing a lot of its spores probably helped. I think it kills animals and lets them rot, and roots on the spot. We proved strong enough that it felt it better to let us go."

"Doesn't matter why, let's not come back this way."

* * *

"We skirted that part of the valley on the way back. A year later Petteri hired us again to escort him back to the temple. That time there was a band of goblins in the valley. Apparently they thought the spore spitter was a god and made sacrifices to it."

"Really?" the bulky Sathean asked. He scowled, "Are you sure? Even goblins aren't that stupid."

The old man shrugged his shoulders. "Well, that's what they said. It defended the valley and they composted their leftovers for it. Maybe even kill travelers for their compost pile." He sipped his wine. "Funny that it remembered us, told the goblins to let us pass." Trajan laughed. "I guess we were memorable."

Another sip of wine and he continued. "A couple of years later year Marissa and I passed through and the goblins and 'spitter were gone, no idea if they just left or what. That was months after Etjar was killed."

The old man sighed and his eyes watered. The loss of his dear friend hurt deeply even after so many years. He swallowed the last of his wine.

The Sathean asked, "Seems like a lot of people who traveled with you died. What happened to the wizard woman?"

Trajan started to answer but his wife cut him off. "She suffered worst of all!" The look she gave the guard was dark indeed. "Far, far worse!" she stated emphatically. Leaning over she kissed her husband hard on the mouth. "He married her, settled down, and raised a family."

She turned to the boys. "David." The boy looked at the woman, resentment on his face – he clearly wanted to listen to more stories. "Time for your lessons."

The scowl instantly changed to glee as he hopped up and raced to his favorite teacher.

Spore Spitter

Frequency:	very rare
No. App.:	1d3
Armour Class:	0
Move:	1"
Hit Dice:	11
% in Lair:	95%
No. of Attacks:	Special
Damage/Attack:	1d6 each
Special Attacks:	spores
Special Defences:	nil
Magic Resistance:	Standard
Intelligence:	Semi-
Alignment:	Neutral
Size:	L (10' tall)
Level/XP Value:	IX / 4,950 + 16/hp
Treasure Type:	Q x5

Appearance

The spore spitter is a semi-intelligent, carnivorous plant that somewhat resembles a short, squat, greenish tree trunk. Although it has no obvious external sense organs, it can apparently detect and "observe" creatures and terrain within 24" of itself. About 3' from the top of the truck it has six evenly spaced holes about 8" in diameter. Through these it emits the flying spores that comprise both its reproductive and attack systems.

Combat

While the spore spitter has no attacks it can emit up to 6 spores per round which attack for it. A spitter can control up to 36 spores at a time and can emit up to 144 spores in a week. Each spore has 1 hit point and is AC -1. The spores fly at 18" (MC:B) and attack as an 11 HD monster. Each hit causes 1d6 points of damage and kills the spore. The spores are non-intelligent, but are controlled at distances up to 24", including out of line-of-sight.

The spore spitter will direct its spores to attack what appear to be the most dangerous opponents first, which will include spell casters, and any character utilizing any type of fire or large cleaving weapons. It will also attack the closest opponents first, unless more distant opponents appear to be the greater threat.

Habitat/Society

Spore spitters are singular creatures and will not normally tolerate the presence of other spore spitters within their territory. Spitters will typically drive animals over 40 pounds out of their area, and will also drive out any mobile plant life, intelligent or not. If faced with a foe that cannot be killed or driven away, a spitter will flee to preserve its own life. Found only in temperate forests, spitters go dormant in sub-freezing weather, rousing when the temperature rises above freezing.

Spore spitters may be considered divine by some humanoids monsters of low intelligence. In some cases one will guard the treasure of the worshippers and will in turn be guarded and fed by them with compost and water. In other rare cases there might be as many as 3 spore spitters, but such cases are very infrequent.

Sages postulate that spitters that accept the presence of humanoids or other spitters were raised in proximity to other creatures and become accustomed to their presence. Those who grow in solitary conditions are more typical.

Ecology

Spore spitters appear to draw their sustenance from water, light, and soil. Periodically they will sink appendages similar to roots into the soil, and when not otherwise roused may remain in a spot for weeks. While considered carnivorous, they do not directly consume flesh. Rather they kill trespassers and drag the bodies into a sheltered area, covering them with leaves and dirt. The spitter will then root most often on this spot, in essence making it a compost heap.

The spores serve for both protection and reproduction. Given that spitters are typically solitary creatures, to reproduce they will send their spores flying outside of their range of control. The spores have been known to drift for miles until eventually falling to the ground or hitting a solid object. If landing in the right conditions (rich soil) the spore will transform into a type of seed.

The young spore spitter appears like a greenish sapling without branches. Over the course of the first three years of growth it grows to 10' high, and for the next few years after that will broaden out to a girth of 3' in diameter.

Up to this point the spitter appears to be a non-sentient, non-mobile plant. An unknown event triggers a change, after which it gains intelligence, uproots itself, and goes in search of a home area if its initial area does not appear suitable, or if too close to another spitter.

Note: Gas spores and their brethren have no relationship with spore spitters.

Friend or Foe I: Mattias' Company

by Vince Lethal

An interesting low-level band of adventurers …

These characters were made with a 91 ability point pool spread over seven abilities. This gives an average score of 13 for each ability score. Comeliness sometimes can give a PC a facet where their outside is better looking than who they are inside, or an ugly duckling whose outside hides the great personality beneath.

The ***Bags*** *and* ***Packs*** *are from article* The Toybox: Pre-Assembled Equipment Packs*, published in* **&** Magazine *Issue 1.*

Mattias

Human male Horseman (level 0 Cavalier); hp 6; Align LG; Str 15/01; Int 14; Wis 10; Dex 15/01; Con 15/01; Cha 12; Com 10. Proficiencies: long sword; NWP 0.

Abilities: 85% to stay in saddle / avoid damage if he or mount falls, Protection from Fear 1" radius, 90% vs. mind affecting magic, +2 to saves vs. illusion.

Equipment: **Basic Minimal Adventurer's Bag,** scale mail, wooden shield, long sword, backpack, 50' rope, riding horse, bit and bridle, saddle blanket, saddle, large saddle bags. Purse: 8gp, 18sp.

The bastard son of a minor landholder and a milkmaid, Mattias never had much hope of elevating his status beyond that of soldier. He has even less since his sire was on the losing side of a territorial dispute. As far as he knows, his father and legitimate heirs are no more. His only inheritance from his father's estate were scraps that weren't worthy of plunder- a rusty sword, a wooden practice shield and a gelding that was put out to pasture. Not the strongest or most inspiring of men, Mattias is more intelligent than the typical fighting man. He studies strategy and tactics whenever he can.

Owing to his meager resources, he uses outdated - rather plain, pragmatic equipment. Equipment designed to deflect blows – rather than the latest fashionable gear covered in flanges, spikes, and prongs that can't help but catch an enemy's weapon.

Perfidy

High Elf female Veteran (Fighter level 1); hp 10; Align CN; Str 9; Int 13; Wis 11; Dex 19; Con 12; Cha 9; Com 20; Proficiencies: longbow specialization, short sword; NWP 2.

Abilities: 90% vs. sleep/charm, notice secret doors within 10' 1 in 6, 2 in 6 if looking (concealed portal's 50%), +1 to

hit with long/short sword, +1 to hit with long/short bows. If alone and not in metal armor (or well in advance – 90' or more – of a party which does not consist entirely of elves and/ or halflings not in metal armor) an elf surprises foes 1-4 on d6 unless a door must be opened, then the chance drops to 1-2 on d6. Fascinate males with Wisdom 13 and below, females with wisdom 9 and below.

Equipment: **Elven Standard Pack**, leather armor, composite longbow, 32 normal arrows, 8 silver arrows, 2 quivers, short sword. Purse: 28gp.

Perfidy is a rare find. She is an exquisite example of the very worst traits of elven kind, and the female gender, combined into a package of chocolate-coated dung that is the center of her own universe.

Everyone and everything exists to entertain her. She can be intoxicating enough to begin with. But over time as people are exposed to her pettiness, tantrums and careless narcissism, they see through her superficial front. There is nothing behind it but a hungry void.

She has used her looks to get by and manipulate people almost since she could walk. The term spoiled doesn't begin to cover it. With her slight build and unbelievable agility, she would have made a natural Thief. The Thieves guild had too much honor and too high of standards for Perfidy's taste. Perfidy presents herself as a member of a vague Grey Elven noble house from some far off land. If anyone was able to check her real background, the would discover her family were lower middle class tradesmen in High Elf society.

Perfidy prefers the bow as it allows her to deal with foes at arm's length. If an enemy gets close enough to melee with her, she will run rather than risk injury. That might leave a scar.

She latched onto one of Mattias's legitimate half-brothers. It looked like a safe bet that he would inherit something, or provide a way to enter into more elevated noble society. Now she flirts with Mattias on the off chance he reclaims the family holdings. If not, adventuring keeps her from getting bored.

Kord, Apprentice Executioner

Half Orc male Bravo (Assassin level 1); hp 8; Align LE; Str 18; Int 11 ; Wis 11; Dex 17; Con 18; Cha 10; Com 3; Proficiencies: garrote, whip, lasso; NWP: rope use-17, tracking.

Abilities: assassination.

Equipment: **Standard Adventurer's Pack**, black leather hood (work uniform), black cloth hood (formal wear), leper's bandages (casual wear); leather armor, spiked buckler, dagger, broadsword, lasso, garrote, sap, whip. Purse: 33gp, 5sp.

Ten percent of Half Orcs can pass as Humans. Unfortunately Kord rolled 00. He tries to hide his inhumanity under layers of clothing and either an executioner's hood or bandages he wraps his face in. People are still put off by these attempts at disguise – but Kord finds they prevent people from immediately retching or running away screaming. So far none of the other party members have figured out what he is. He tells them it is a skin condition he contracted working in the dungeons.

Kord carries a variety of weapons that he hasn't trained much with (-2 to hit). He decides on the fly which weapon is the best for the situation (swords for general fighting, dagger for close quarters, sap for stealth situations). Given the chance, he prefers the garrote, whip or lasso. He likes to get in close and throttle foes, something he gets from his orc parent. He likes to tie his lasso with a hangman's knot.

Kord is a conflicted being. He loves Perfidy for her looks and callousness, and hates her for being an elf. It doesn't help that she mocks him for his hideousness.

He is also conflicted towards Mattias. Mattias was one of the few people who treated him decently at the court of Mattias's father. Before the end, Mattias's father made Kord swear a double-edged oath. Kord swore to guard

Mattias with his life so he might restore the family's fortunes. If one of Mattias's legitimate half-brothers turned up alive, however, Kord promised to eliminate Mattias to keep him out of the way of a legitimate heir.

Dundring the Guildsmith

Hill Dwarf male Veteran Rogue (Fighter 1, Thief 1); hp 11; Align LN; Str 14; Int 10; Wis 10; Dex 16; Con 19; Cha 13; Com 10; Proficiencies: battle axe, hammer, footman's pick, light crossbow, broadsword, sling; NWP: blacksmith-14, smelter-12, weaponsmith-13.

Abilities: +1 to-hit orcs and goblins, -4 to be hit by size L humanoids. detect slope 75%, detect new construction 75%, detect passage/ tunnel 75%, detect sliding/ shifting walls/ rooms 66 2/3 %, detect pits/ stonework traps 50%, determine depth 50%. Thief Skills: PP: 30% OL: 40% FRT: 35% MS: 15% HiS: 10% HN: 10% CW: 75% RL: -5%

Equipment: **Spelunker's Pack**, leather armor, shield, broadsword, sling, 52 bullets, large belt pouch, thieves tools. Purse: 108gp, 5sp.

Dundring was a craftsman in the smithy at the Keep of Mattias's father. The smith was run by members of a Dwarven smith's guild. Before the last battle Mattias's father persuaded the guild to lend him arms and armor on credit. Mattias's father lost the battle and the other side took the arms as plunder. Now the guild considers that Mattias has inherited the debt his father owed. The guild has assigned Dundring to keep Mattias alive in the hopes he will either find enough treasure adventuring, or acquire it eventually through military action. They have told Dundring as soon as Mattias gets enough gold to cover the debt, Dundring is to steal it for the guild before Mattias has a chance to lose it through misadventure or military defeat.

Dundring considers Perfidy unchaste at best. He has gotten into the habit of breaking any mugs, plates, or eating utensils she uses, so that he doesn't use them by mistake after. There is also something about Kord that puts him off. It could be the gray-green pallor of his skin or the patches of hair where they ought not to be. Paavo is alright in his book though.

Alia, Lady of the Deep Woods

Half Elf female Aspirant Prestidigitator (Druid 1, Magic User 1); hp 6; Align N; Str 10; Int 15; Wis 15; Dex 13; Con 13; Cha 15; Com 8; Proficiencies: dagger, sling, staff; NWP: healing-17, plant lore-15, foraging-13, swimming-10, fire building-14.

Abilities: 30% vs. sleep/ charm spells, notice secret door within 10' 1 in 6, 2 in 6 if looking, concealed portals 3 in 6, +2 to saves vs. fire or electricity.

MU Spell Book: Read Magic, Armor, Identify, Sleep. Prefers to memorize: *Animal Friendship*, *Entangle*, *Faerie Fire*, *Speak with Animals*; *Sleep*

Equipment: **Woodsman's Pack**, leather armor, wooden shield, 2 daggers, staff, sling, 52 bullets, large belt pouch, guard dog. Purse: 85gp, 5sp.

Alia is a rather plain looking woman, with an air of calm comfort. Like fresh bread or a warm blanket.

Alia met Mattias and company while the latter were traveling through the woods Alia's sect resided in. She

felt a kinship with Mattias. In her eyes he was a hybrid of nobility and peasant, a mongrel that was stronger than either parent. And she appreciated he was intelligent rather than just another soldier bashing at whatever got in his way. She sees real potential for greatness in him. All he needs is the right woman behind him to help chart his course. The problem is that since the local clergy backed the nobles that overthrew Mattias's father – Mattias harbors antipathy for most clerics and churches. Mattias puts up with Alia because he considers her just a pagan, not a real cleric. She is also one of the more intelligent people he has encountered. She knows all about the mystic side of the world, which is completely new to Mattias.

Alia always conducts herself in a serene, calm manner. She considers herself a keeper of the balance and ancient mysteries of the forest. Most of the time that is the case. When it comes to Perfidy, Alia is in serious danger of falling to the dark side. She harbors a deep seated hatred for this pretend elf princess. And jealousy toward her for the way Perfidy is trying to get her hooks into Mattias. Mattias belongs to Alia. In the back of her mind Alia has considered more savage ways of tormenting Perfidy than even Kord has.

A few times she had heard her teachers in the ways of magic talking among themselves about ways in which a spell caster could take over another person entirely. Placing their own mind in another. The thought of such magic gnaws at Alia at night. Being able to work such magic on her total opposite, Perfidy, at times seems worth any price.

Mattias likes Paavo the best of anyone in the group. Out of everyone, Paavo is the only one who doesn't ask Mattias for anything or expect anything from him. Paavo is content to travel along and see the wide world. Mattias especially likes Paavo's spell that makes a gnome sized suit of plate mail appear. Paavo tagged along with his friend Alia when she joined the group.

Paavo, Weaver of Colors

Gnome male Apprentice Prestidigitator (Thief 1, Illusionist 1); hp 7; Align NG; Str 13; Int 16; Wis 10; Dex 16; Con 16; Cha 10; Com 10; Proficiencies: short sword, dagger, sling; NWP: carpenter-13, weaver-17, potter-18, foraging-14, plant lore-16, rope use-16.

Abilities: +1 to hit kobolds and goblins, -4 to be hit by size L humanoids, detect unsafe walls/roofs/floors: 70%, detect slope: 80%, determine depth: 60%, determine direction: 50%.

Illusionist Spell Book: Color Spray, Phantasmal Force, Phantom Armor, Read Illusionist Magic. Prefers to memorize *Color Spray*.

Equipment: **Spellcaster's Basic Pack**, leather armor, short sword, 4 daggers, sling, 52 bullets, thieves tools, large belt pouch. Purse: 5gp, 5sp.

Kohr Khan's Missing Satchel

Usable by thief

The missing satchel appears to be a nondescript fabric bag, tied with a regular rope. Once its command word is spoken it becomes invisible to all but its user, permanently. If the user dies, the satchel becomes visible again. The satchel will fit up to 500 coins or the equivalent weight in anything else without causing any strain to the user, larger amounts will not fit in the satchel.

GP value 8,000; XP value 1,000.

by Ian Slater

Friend or Foe II: Nikolias Morghul (Old Nick)

by Milo

Old Nick is a potential patron for a low level party starting in a city-based campaign that can grow into a major campaign NPC, arch enemy or useful ally, depending how the party develop. He is a very powerful undead, I play as a vampire/magic user, living incognito in a large city, ostensibly seeming to be a harmless low level magic-user specialising in black magic and demonism. In my main campaign there is 'Guild of Black Magic' for these types, witches, necromancers and midwives. He lives in a cellar served by several bound elementals.

Nick's past is that he was once the brother-in-law to a VERY powerful barbarian or king or mage-king (as suits your campaign). When that arch-baddy was put down by some paladins Old Nick escaped and took up residence in the city. Since then he has been researching several magic items to enable him to live as a 'normal' citizen. These include (but are not limited to) **Lenses of Protection from Sunlight**, **Amulet of Protection from Garlic**, **Googli's Phantasmal Image Enhancer** (which produces a reflection of yourself in any reflective surface), and so on.

Low level adventure hook – Old Nick advertises for a party to go out and find the magical components he needs to complete his magic item fabrication. The party respond and Nick charms them into being his hench-creatures. When I have run this idea I have started with simple components and slowly escalated the difficulty and nastiness of the pieces the party have to find/buy/steal. For instance, start with the eyes of a magic-user or mica lenses from a silver mine, and work up to the heart of a virgin queen. When I have run this campaign (twice now) the party got well into the plot. In both cases they realised what Nick was but still played the charmed friend very well and quickly became some of the most wanted individuals in the city.

Medium-level adventure hook – build up the 'shopping list' of magic item components to include specific items of power around which dungeons and wilderness settings can be engineered – harpy eyes, for instance, or the tears of a dryad.

High Level adventure hook – Old Nick's brother in law rises from the grave and sets about taking over his old empire again, including the city. The party may or may not be associated with Old Nick by this stage and Old Nick himself might be keen to join or oppose his old brother-in-law as suits you and your plans.

Nikolias Morghul is a powerful vampire with MU levels as per a Lich. He has genius intelligence, but is also very sensible and cunning, being very careful to keep his true nature concealed behind an almost comical Transylvanian teenage necromancer wannabe. I always played him a little like the Counting Count from Sesame Street. He should be equipped with suitable magic items and treasure as befits your campaign – he would, of course, never lend any of these items to the party but wouldn't hesitate to use them to protect himself. He has a 16HD Fire Elemental concealed in his domestic fireplace and is accompanied everywhere by an invisible 16HD Air Elemental that effectively acts as an Unseen Servant most of the time.

Nikolias Morghul: HD 10; AC -1; Mv 120'; # Att 1; Dmg 1d6+4 + energy drain; special attacks/defenses as per vampire and lich. Normally wears a Ring of Protection +2 and carries a Potion of ESP and a Scroll of Protection from Good. Hp 66. Turned as a lich.

Obviously, it would be expected a low-level party (containing no paladins) would work for Nick rather than fight him …

Friend or Foe III: Sin-ShumuTizqar, Derro Savant

by Dan Rasaiah

Sin-ShumuTizqar

(Sin-Shoo-moo Tizz-car)
Derro Savant

Frequency:	Unique
No. App.:	1
Armour Class:	-1 (Dex 18, magic armour, apron)
Move:	9"
Hit Dice:	7 (48 hp)
% in Lair:	70%
Treasure Type:	C, R, S
No. of Attacks:	1
Damage/Attack:	special
Special Attacks:	spells
Special Defences:	nil
Magic Resistance:	30%
Intelligence:	Genius
Alignment:	Chaotic Evil
Size:	S (4' tall)
Level/XP:	2,179

Spells (cast at 12th level of ability): Anti-Magic Shell, Charm Person, ESP, Invisibility, Ventriloquism, Paralyzation, Shadow Magic, Levitate, Comprehend Languages, Read Magic.

Languages: Derro, common, undercommon, drow

Other abilities: infravision (30'), ultravision (120')

Magic items: **Tooth of Dahlver-Nar** (#24 teleport no error 2/day, #17 color spray 3/day, #9 possessor's hair turns white), **Scaled Leather Armour +2** (made of Dracolisk scales, AC3), **Wand of Lightning** (36 charges remaining), **MU Scroll** (cast at 12th level: *Fireball, Fly, Affect Normal Fires*), **MU Scroll** (cast at 12th level: *Cloudkill, Icestorm, Lightning Bolt*), **Ring of Earth Elemental Command**, and **Potions**: **Extra-Healing**, **Speed**, **Fire Resistance** x2, **Polymorph Self** x2.

Equipment carried: repeating light crossbow (12" max range, 2 shots per round, 6 bolt capacity, 1d3 hp damage + 2d6 hp damage from poison if save failed), 3 vials of derro poison, 2 vials of drow sleeping toxin (save at -4 or sleep for 3d4 turns), 2 daggers, tinted goggles (see below), pliers and chisel set, apron.

Appearance: Sin-ShumuTizqar is a 4' tall stocky derro with bone white bushy hair. He has the bluish tinged white skin color typical of the derro, and proudly wears a formidable handlebar moustache (also bone white in colour). His magical armour is matt black, stained with dust and dirt, and resembles dull regular armour unless closely inspected. He usually wears a heavy dusty black leather apron over the top of his armour, which is stained in dark blood, and other unknown fluids. (This apron confers him a AC bonus of -1 from frontal attacks). Whenever encountered on the surface (and even sometimes underground) he will be wearing his trademark dark-tinted goggles, which enable him to operate on the surface world without penalty until mid-morning, and from mid-afternoon onward. Tizqar will never be encountered during the heat of the day (roughly 10am-3pm) unless there is inclement weather in the area.

Tizqar brews his own potions, and keeps a steady stash (together with several scrolls) in custom made steel tubes worn on his tool belt.

Background: Sin-Shumu hails from the Derro city 'Magziirin', where as a derro savant, he held a position of great power and prestige. Amongst the savant elite, Tizqar was largely non-descript – and whilst acknowledged as competent, was overshadowed by several other savants who commanded powerful evocative magic.

A life of relative mediocrity (within the sodality) was usurped however, when one fateful day, a war party led by Sin-Shumu ambushed a caravan heading for the underworld trading station of Ak-Abalat. After slaying a human traveler aboard the caravan with a shadow lightning bolt, Tizqar discovered a gleaming incisor of unusual sheen, hanging out of his half-blasted jaw. An indescribable power seemed to emanate from the tooth, which he garishly removed from the corpse with a dagger before placing into his own mouth. Unbeknownst to Sin-Shumu, he had discovered the fabled 24th tooth of Dahlver-Nar, which promptly grafted itself between his stained teeth and rotting stumps, and immediately

shrunk and discoloured to obscurity. The power of the tooth to teleport (without error) was immediately apparent to the genius savant, who began scheming for ways to use his new power for maximum personal gain. Teleportation is a power unpossessed by the Derro, and in swift time, Sin-Shumu used his new advantage to bypass the heavily guarded vaults of his city to pilfer the magical items and arcana contained within. All would have been well had it not been for a treacherous student by the name of Nizqiiar-Shem, who seeking to further his own ambition, betrayed his teacher to the savant hierarchy. Tizqar, utilizing his power of ESP to discover his peril, grabbed what magical items he could carry and was preparing to leave Magziirin when he was ambushed by his former comrades. He barely escaped with his life, and indeed, had it not been for the power of the tooth, he would have perished then and there in his chambers.

The Underworld is an inhospitable place, particularly for those without friends. Battling beasts, and the environment alike, Tizqar traveled to the far reaches of the world, where he was able to fortify a small cave system within the 'Night Reach' mountains. Genius and insanity strike a capricious balance, and, already murderously insane by nature, the power of the tooth had driven Tizqar to the very brink of the knife. He became consumed with the legend of Dahlver-Nar and obsessed with finding the other missing teeth. It took almost fifty years of searching before Tizqar was able to track down and recover the 17th tooth, and another few years later he found the 9th tooth (in the mouth of a shaman of Maglubiyet) which unexpectedly turned his hair bone white.

Sin-Shumu has built a veritable library dedicated to Dahlver-Nar within his cave stronghold, and spends his time researching and attempting to track down the missing teeth. His forays into the surface world, to further that end, have brought much horror and bloodshed amongst the races of the world.

Amongst the derro, Sin-Shumu is known as "Ashalesektur" which loosely translates to common as "the bloody dentist". He has acquired this moniker due to his gruesome habit of removing the teeth from all his captives and foes alike for inspection. Hanging off his apron are the many pliers, chisels, and other gruesome apparatus that Sin-Shumu uses for this grim purpose.

The derro are a race without forgiveness, and the savants of Magziirin have been scouring the underworld for Sin-Shumu's whereabouts. Charged with overseeing this task is Sin-Shumu's former apprentice 'Nizqiiar-Shem' who is now a powerful savant in his own right (HD 7, 8 spells). If encountered, Shem will be accompanied by his apprentice (HD 4, 3 spells), 15 regular derro, and one lieutenant (HD 6) equipped with superior weapons, and leading a hunting pack of 4 displacer beasts.

Ever scheming and untrusting, Suusaandar-Urz (the Savant overlord of Magziirin) has hired the mysterious drow bounty hunter known as 'Bel' (Belessnu) who's charge is to bring back Sin-Shumu, dead or alive, to Magziirin. Bel is a 10th level assassin (UA rules) who's signature poisoned bolts (save at -5 or sleep for 3d4 turns) are delivered by a pair of beautifully crafted onyx hand crossbows (which he duel wields without penalty due to 19 Dex).

Suusaandar-Urz is an anomaly amongst Derro (HD 10, 12 spells including *Disintegrate* and *Power Word Stun*) and has ruled Magziirin with an iron fist for hundreds of years. The trail of toothless corpses strewn throughout the underworld has betrayed Sin-Shumu's quest to Suusaandar (supra-genius) who, aside from Nizqiiar-Shem, is the only derro aware of the teeth of Dahlver-Nar. To the rest of his murderous kind, Sin-Shumu Tiqar is simply regarded as an insane psychopath, a moniker which gains particular significance when uttered by the Derro!

Note, the magical items that Sin-Shumu carries are largely the product of theft from the vaults of Magziirin. PC's who recover these items, may well find themselves the quarry of Derro hunting parties, who are charged with the return of the items. The **Ring of Elemental Command** in particular, is of great import to Suusaandar-Urz, who will stop at almost nothing to regain it.

The Toybox:
New Weapons V – Whips and Arrow

by Nicole Massey

Item	cat-o-nine tails	scourge	whip, metal	arrow, barbed, single	arrow, blunt-head, single	arrow, broad-head, single	arrow, stone, single	arrow, wooden, single
Unit Size	each	each	each	each	each	each	each	each
Price	1 gp	1 gp	8 gp	1 sp	1 cp	1 sp	2 bp	5 bp
Encumb	15	20	75	2	2	2	1	1
Length	2.5'-3.5'	6'-9'	6'-9'	26"-28"	26"-28"	26"-28"	26"-28"	26"-28"
Width	4"	1.5"	1.5"	0.5"	0.5"	1"	1"	0.25"
HP/DP	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Damage S-M / L	1d4+1 / 1d4	1d4 / 1d2	1d4+1 / 1d4	1d6 / 1d6	1d3 / 1d3	1d6 +1 / 1d6	1d4 / 1d4	1d6 / 1d3
Speed	7	5	8	-	-	-	-	-
Rate Of Fire	-	-	-	-	-	-	-	-
Range (S)	7'-10'	-	-	-	-	-	-	-
Range (M)	11'	-	-	-	-	-	-	-
Range (L)	12'	-	-	-	-	-	-	-
Ac/Ac Mod	0	--	--	--	--	--	--	--
Thac0	0	0	0	0	0	0	0	0
Storage Cap	-	-	-	-	-	-	-	-
Category	Arms - Entangling	Arms - Entangling	Arms - Entangling	Arms - Ammo	Arms - Ammo	Arms - Ammo	Arms - Ammo	Arms - Ammo
Where Found	Leather Worker	Weaponsmith	Weaponsmith	Fletcher	Fletcher	Fletcher	Fletcher	Fletcher
When Found	Heroic	Heroic	Medieval	Primitive	Primitive	Primitive	Primitive	Primitive
Zone	Any	Any	Any	Any	Any	Any	Any	Any

How about some whips?

Cat-O-Nine Tails: A handle with 9 whips attached. Often there is a small ball at the end of the whip, and the lashes may have thorns, metal, or glass to cause additional damage.

Scourge: A whip with multiple lashes, often with bits of metal or glass to do extra damage to the skin

Whip, Metal: A whip made of interlocking metal plates.

And how about them arrows?

Arrow, Barbed, Single: shaft, fletching, and a barbed head

Arrow, Blunt-Head, Single: A shaft with fletching and a blunt head.

Arrow, Broad-Head, Single: A shaft with fletching and a broad head with sharpened edges, sometimes with multiple barbs along the edges.

Arrow, Stone, Single: An arrow with a head made of flint, usually teardrop shaped but sometimes typical "arrowhead" shaped.

Arrow, Wooden, Single: An arrow with a wooden point instead of one of metal or stone.

See the *Players Handbook* and *Unearthed Arcana* to determine which classes can use whips and arrows. Next time we pay a visit to Rome, then finish out our melee weapons.

Weapon vs. Armor Adjustments table

AC	0	1	2	3	4	5	6	7	8	9	10
cat o nine tails	-12	-10	-8	-6	-4	-2	0	1	1	2	5
scourge	-14	-12	-10	-8	-6	-4	-2	-1	-1	0	3
whip, metal	-7	-6	-5	-4	-3	-2	-1	0	0	1	3
arrow, barbed, single	0	0	0	0	0	0	0	0	0	0	0
arrow, blunt head, single	0	0	0	0	0	0	0	0	0	0	0
arrow, broad-head, single	0	0	0	0	0	0	0	0	0	0	0
arrow, stone, single	0	0	0	0	0	0	0	0	0	0	0
arrow, wooden, single	0	0	0	0	0	0	0	0	0	0	0

Magsman's Mantle

Usable by thief, assassin

A wide brimmed hat with a band for feathers, the **Magsman's Mantle** is made of lustrous fabric of a dark purple, blue or green fabric. The band will have 1d4 feathers in it when it is found, roll randomly on the following table:

1. feather of speed: -2 to WS (1 min) on primary weapon and -1 to AC, 1 turn per day
2. feather of luck: +1 to saves
3. feather of silence (double MS odds)
4. feather of darkness (double HIS odds)
5. feather of finding (detect metal, 4" rad.), 1 turn per day
6. feather of pilfering (double PP odds)
7. feather of ascension (double movement rate on CW)
8. feather of deconstruction (double FRT odds)
9. feather of striking (+3 to hit on backstab)
10. feather of access (double OL odds)
11. feather of perception (double HN odds)
12. feather of prowess (attack as one level higher)

Feathers may be found separately and added, a maximum of 4 may be worn in the hat at once.

GP value 2,000; XP value 500 per feather.

by Ian Slater

Spellcaster's Paradise I: Frost Giant Shamans

by Andrew Hamilton

Background

As far as I can tell, we can thank the Scandinavians for frost giants (and fire giants), and we have an awful lot of thanks to give! I loved G2 and G3 as a kid (far more than G1), and still consider them to be great adventures. Living in a place where winter is not uncommon, several months of the year I have to merely look outside the window for ice and snow based inspiration. This article started to come together after sending a photo of glaciers over a mountain lake to some of the & crew, and the inevitable comments about frost giants, Viking style funerals, and epic baddies.

Spells

Author's Note: These spells were designed for use by frost giant shamans; providing the frost giants with a little more battle magic, and hopefully leading to a nasty surprise or two for over-confident players. The spells presented here "max out" at 4th level, the highest that a 7th level shaman, the limit of advancement for a frost giant shaman as described in the *AD&D Dungeon Masters Guide* (*DMG*). I personally allow frost and fire giant shamans to advance past the 7th level of ability as shamans, as well as past the 4th level of advancement as witch-doctors. I draw on Norse mythology for inspiration, and see no trouble with having the occasional frost giant hailing from Jotunheim to have advanced to great levels of magical mastery, and to be meddling on the Prime Material Plane. As always, each DM needs to decide what works for their campaign.

Level 1

Killing Frost

Level:	Shaman 1
Type:	Invocation
Range:	0"
Duration:	1 round/level
Area of Effect:	1"/level radius
Components:	V, S, M
Casting Time:	4 segments
Saving Throw:	see below

This spell causes a wave of hard frost to radiate outwards from the caster, killing flowers, grass, etc. The ring of frost will reach a maximum size of 1"/level in radius. The frost advances at a rate of 1" per round, radiating outward from the point at which the caster was standing when the spell was cast. The caster can walk away once

the spell is cast, and the ring will continue to radiate outwards.

While the air temperature drops to a few degrees below freezing, this is not a combat spell and it does not cause damage to characters or creatures (other than fire based creatures like fire elementals, magmen, salamandars, etc. which suffer 1d4 hp per round, or vegetable creatures, like treants, black willows, etc. which suffer 1 hp/round that they are within the ring of frost).

The *Killing Frost* will kill grass, deciduous vegetation, flowers, etc. making this a damaging spell if cast in an orchard, garden or druidic grove. Similarly, this spell will negate the effects of an *Entangle* spell.

Level 2

Bellow

Level:	Shaman 2
Type:	Invocation
Range:	0"
Duration:	1 melee round
Area of Effect:	melee range
Components:	V, S, M
Casting Time:	4 segments
Saving Throw:	see below

The *Bellow* prayer allows a giant shaman to make a great battle cry. This battle cry is so loud and filled with rage that it causes fear in one target directly in front of the giant, as per the 1st level cleric spell *Cause Fear*, although the target has a +2 bonus to their save against the fear effect. Typically this target is also engaged in melee with the giant, or is being charged by the giant.

The bellow also gives the giant shaman a temporary burst of strength, making their next melee attack more dangerous (+2 to strike and +1/die damage). The giant must be carrying a holy symbol on their person, but the prayer may be cast while in combat.

Note: This spell is most commonly used by frost giants, but there are reliable reports of fire and hill giant shamans using this or a similar spell. It would not be inappropriate for ogre shamans, human clerics worshipping gods of battle, or barbarian & berserker clerics to have access to this spell.

Breath of the Winter Wolf

Level:	Shaman 2
Type:	Conjuration
Range:	see description
Duration:	1 round
Area of Effect:	see description
Components:	V, S, M
Casting Time:	5 segments
Saving Throw:	½ damage

A spell used by frost giant shamans who worship Thrym, the *Breath of the Winter Wolf* spell allows the caster to make a single ice-cold exhalation, effectively an ice breath weapon. The breath weapon will affect a cone in front of the caster with a length equal to 10' + 2'/caster level. It is possible that 2 or even 3 creatures engaged in melee with a frost giant shaman will be affected.

The breath weapon causes 1 hp damage per combined HD + caster level (i.e. a 3rd level frost giant shaman will cause 13 hp of damage, base). If the spell was to be used by human clerics, the spell would only cause 1 hp/level of damage. Victims of the breath weapon may make a save (vs. Breath Weapons) for half damage. Against fire based creatures, the spell does triple damage, save for half.

The material component is the shaman's holy symbol.

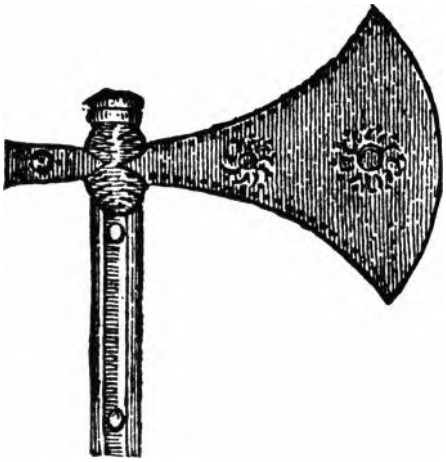
Freezing Rain

Level:	Shaman 2
Type:	Conjuration/Summoning
Range:	1"/level
Duration:	see below
Area of Effect:	30' + 1'/level diameter
Components:	V, S, M
Casting Time:	5 segments
Saving Throw:	none

This spell summons rain in an area, which falls for 2 segments per caster level, accumulating in an amount equal to the 1st level spell *Precipitation*, but as the rain falls it immediately freezes, creating a slippery surface which hampers fast movement and combat. Moving at full speed or engaging in melee requires a successful Dexterity check (dexterity or lower on 1d20), or the individual will fall prone. Movement at 50% speed is possible without a Dexterity check. In addition to the falling hazard associated with melee, attack and damage rolls suffer a -1 penalty (it's difficult to put a lot of weight behind a blow).

In a sub-zero environment, the ice created by freezing rain will last for several days. In a cold environment (1 to 5C), the ice will last 1 turn/caster level. In a warm environment (>6C), the ice will last for 1 round per caster level.

The DM should note that frost giants, white dragons, yeti, and similar polar adapted monsters have adapted to movement on ice, and as a result do not suffer movement or combat penalties on ice.



Ice Axe

Level: Shaman 2
Type: Conjuration
Range: 0"
Duration: 1 round/level
Area of Effect: creates one axe
Components: V, S, M
Casting Time: 5 segments
Saving Throw: N/A

This spell forms an axe from ice; the shaman casts the spell, touches ice, and draws an axe forth from the ice. The ice axe is as strong and durable as steel, and radiates unearthly cold. In the hands of a frost giant the *Ice Ace* causes 4d6+4 hp of melee damage (+4 damage over base). Against fire based or cold vulnerable creatures the *Ice Axe* causes 4d6+8 hp of damage. The *Ice Axe* does not provide a bonus to strike.

The material component of the ice axe spell is the caster's holy symbol, which is touched to the ice and encased in the form of the *Ice Axe* during the spell's duration. The holy symbol is undamaged by the spell.

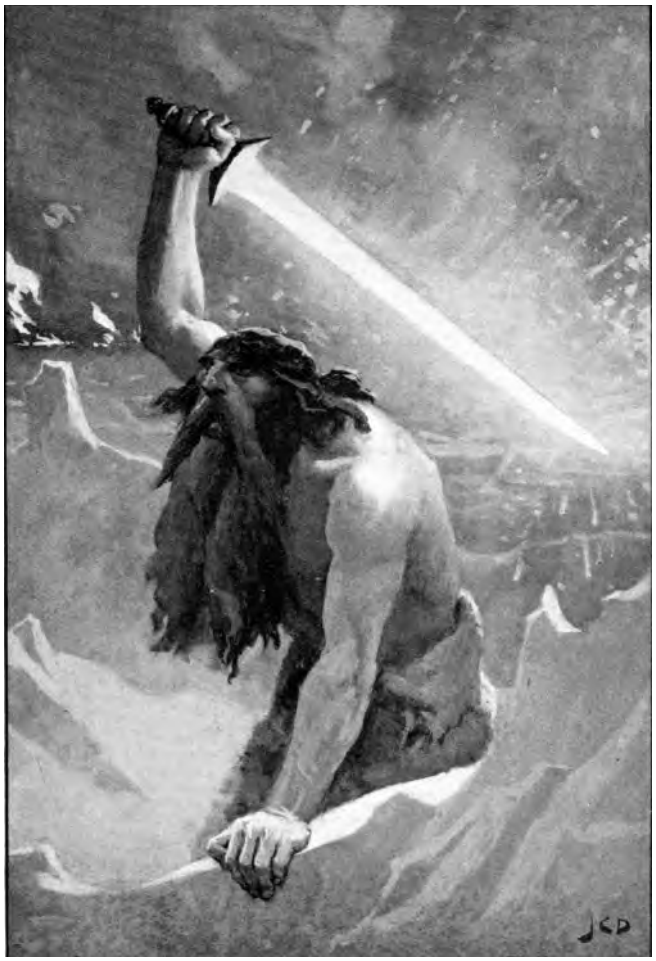
Level 3

Ice-Bite

Level: Shaman 3
Type: Enchantment
Range: 0"
Duration: 1 round/level
Area of Effect: 1 axe
Components: V, S, M
Casting Time: 6 segments
Saving Throw: see below

The *Ice Bite* spell enchants an axe or club, giving the weapon an aura of extreme, numbing cold. The weapon will cause an additional 1d6 hit points of damage on a successful blow (thus 5d6 hit points for the average frost giant) and scoring maximum damage (e.g. 30 points) vs. fire or heat based creatures like fire giants, fire elementals, magmen, salamandars, efreeti, etc.. In addition, the struck individual must save vs. death magic or suffer numbing and weakness (losing 1d2 points of Strength for 1d4+1 rounds, or -1 to hit & damage for creatures without strength). Strength loss is cumulative over multiple blows.

Cold loving or ice based creatures (e.g. ice trolls, frost giants, yeti, white dragons) are immune to the effects of this spell.



Storm Front

Level: Shaman 3
Type: Conjuration/Summoning
Range: centered on caster

Duration:	1d6 rounds + 1 round/level
Area of Effect:	see below
Components:	V, S, M
Casting Time:	6 segments
Saving Throw:	none

This spell summons a wall of rolling, whipping, blinding snow in an area 20' high by 20' deep, with a face of 10'/caster level. The storm front moves with the caster, and it obscures those figures within the storm front. Concealed by the driving snow, those inside the storm front are protected from any spell that relies on line of sight or a visual target, as they also benefit from 90% concealment (-4 to AC against missile fire) if attacked with missile weapons.

Of course, those concealed by the storm front also have their visibility hampered, and they suffer similar penalties for attacking out of the storm front. The storm front spell is typically used by frost giant shamans when closing with a fortified position to protect themselves and other frost giants from archers, magic-users or similar defenders.

Level 4

Great Bellow

Type:	Invocation
Level:	Shaman 4
Range:	0"
Duration:	instantaneous
Area of Effect:	cone, 4'/level long, 2'/level wide
Components:	V, S, M
Casting Time:	7 segments
Saving Throw:	neg., see below

The *Great Bellow* allows the caster to emit a monstrously loud, forceful and frightening bellow. Every creature within the area of effect (a cone originating at the caster, the cone being 4'/level in length, with a base 2'/level in diameter) is affected by a *Cause Fear* effect (as per the 1st level clerical spell) and a wave of force that causes 1 hp/level of damage to everyone in the cone.

A saving throw vs. spells is required, or the affected creature will flee in fear for 1 round/level of the caster. A second saving throw vs. spells is allowed for the shockwave. On a successful save the individual suffers no damage from the *Great Bellow*.

There is credible evidence that this spell is also used by fire giant and mountain giant shamans. It is possible that other giant-kin able to develop advanced shamanistic abilities are also able to pray for this or a similar spell.

Ice Skin

Level:	Shaman 4
Type:	Abjuration, Conjuration
Range:	0"
Duration:	1 round/level
Area of Effect:	caster
Components:	V, S, M
Casting Time:	7 segments
Saving Throw:	n/a

The *Ice Skin* spell grows a skin of ice over the caster; the ice is flexible and does not hamper movement, nor does it harm the caster. This thick icy coating (over 2" thick) acts as tough armor (-2 AC bonus) able to soak up damage (the ice skin has 1d8 hp + 2 hp/shaman level). When the ice armor has taken been reduced to 0 hit points or the spell duration expires, the icy coating cracks and falls away. Ice skin suffers double damage from fire based attacks.

Ice Trap

Level:	Shaman 4
Type:	Conjuration
Range:	6"
Duration:	7 rounds
Area of Effect:	1 creature
Components:	V, S, M
Casting Time:	7 segments
Saving Throw:	negates

The *Ice Trap* spell manifests when the frost giant shaman hurls a handful of snow or ice at a target. The snow or ice strikes unerringly, and erupts into large, icy jaws that hold the target fast (unless the target makes a successful save vs. spells, in which case they escape the *Ice Trap*, negating the effects of the spell. The effects of the *Ice Trap* are two-fold. First, on a failed save, the victim is trapped in ice and unable to move (including cast spells) for the duration of the spell (7 rounds). Secondly, they suffer cold damage for the duration of the spell (1d4 hp of freezing damage each round).

The ice melts over the spell's duration, allowing the victim to break free on the 8th round. The ice can be chipped or hacked away; two rounds of effort will reduce the spell's duration by 1 round (e.g. two fighters hacking at the ice for 3 rounds (2 x 3/2 = 3 rounds) will reduce the duration to 4 rounds. Similarly, carefully applied fire or

heat will reduce the duration of the *Ice Trap* by 1 rounds per 10 hit points of fire damage.

Note: A *Burning Hands* spell can be carefully applied, as can a carefully positioned *Wall of Ice*, whereas a *Fireball* cannot be carefully applied. Any excess fire damage will be applied to the trapped victim, e.g., a 14 hp *Burning Hands* spell is applied to an Ice Trap with 1 round remaining, the victim takes 4 hp (14 - 10) of fire damage.

Incite Frenzy

Level:	Shaman 4
Type:	Enchantment/Charm
Range:	0"
Duration:	1 round/level
Area of Effect:	1" radius per level (see below)
Components:	V, S, M
Casting Time:	6 segments
Saving Throw:	none

This spell affects 1frost giant/caster level , who must be within a 1"/caster level radius centred on the shaman. It drives the frost giants into a mad, berserk frenzy, causing them to attack with reckless abandon. The frenzied frost giants may attack either twice per round, or gain a +2 bonus to strike (as decided by the caster). They also remain capable of fighting past the point of death, remaining functional until their hit points are (10 + caster level) below zero. During the spell's duration the affected frost giants are immune to fear effects and never need check morale.

At the end of the *Incite Frenzy*, the affected frost giants will be fatigued, and suffer a -2 penalty to hit & initiative until they have had the opportunity to rest for 6 turns. If a frost giant is under 0 hit points but still functional, they expire upon the end of the spell.

This spell can be very dangerous to the affected giants, and is normally used by shamans to stiffen the fighting resolve of shock troops or bodyguards (particularly when the bodyguards are covering a shaman's retreat).

Magical Items

Ice Axe

This frost giant sized axe is carved out of ice that is magically hardened to be as hard as dwarf steel. It strikes at +2 to hit and +4 damage (+4 to hit & +8 damage against creatures of fire or fire-using creatures), and when gripped provides a +2 saving throw bonus against fire attacks.

XP value 1,500 GP value 15,000; 0

Snow Ball of Trapping

A single use item, this is a snow and ice version of "Iron Bands of Bilaaro" (described in Unearthed Arcana)

GP value 2,500; XP value 400

Thrym's Icicle

This magical icicle is about 8" to 12" in length, and is worn about the neck on a silver chain. Infused with the supernatural cold of Thrym's realm in Jotunheim, this icicle provides complete protection from any fire based attack but only when worn by a frost giant. If placed about the neck of any mortal, they are instantly frozen solid (requiring a System Shock roll to survive) and remain in this state until the magic of the Icicle can be undone (like requiring a quest of some type, as determined by the DM).

GP value 100,00, but effectively priceless to frost giants as it is a mark of divine favor; XP value 3,500

Bag of Storms

This magical bag (sized for a giant) can be opened to release a winter storm 1/week. The storm will have a radius of 1 mile, plus another 200 yards per level of the shaman, if the bag of storms is being used by a frost giant shaman, and will last for 1d4+8 hours. There will be 1d6" of snow that falls, with swirling winds of 4d6 miles per hour (gusting to twice that). If used in a summer or tropical environment the radius, duration and effect is reduced by 50%. If used in a winter or arctic environment, the radius and duration are doubled, the effect is increased by 50%.

GP value 35,000; XP value 5,000

Horn of Frost

When winded this horn (sized for a giant) creates a 12th level cone of cold (useable 1/day). This device is popular with cloud and fog giants, who often seek to win them from frost giants in various competitions.

GP value 25,000; XP value 1,500

Shaman XP Values

The base frost giant experience point value, as per the DMG, is 2,250 + 14 xp/hp

Note: this assumes 3 special abilities, presumably immunity to cold, hurling boulders, and up to 24 hp of damage from a single attack (as "greater than 24 hp damage from a single attack would be an Extraordinary ability).

Note 2: if a frost giant shaman has access to any magical items or unique items (such as a magical weapon, better armor, etc.) they may have a higher experience point value. The experience points should be calculated for each unique individual.

Shaman Dungeon Level/XPV:

Shaman Level	Dungeon Level	XP Value
1	VII	2,850 xp + 14 xp/hp
2 to 5	VIII	4,250 xp + 16 xp/hp
6 to 7	IX	5,850 xp + 18 xp/hp

Example NPC

Hyringar, 6th level Frost Giant Shaman

Armor Class:	0 (4 base)
Move:	6"/12" (MC: D)
Hit Dice:	10d8 + 6d4 (equivalent 13 HD)
Hp:	92
Treasure Type:	Individually 3d6 SP, 2d6 GP, 1d6 PP/level. In Lair B, C, D
No. of Attacks:	1 (by weapon)
Damage/Attack:	6d6+2 (5d6 base)
Special Attacks:	spells, hurl boulders
Special Defenses:	spells, immunity to cold
Magic Resistance:	standard
Intelligence:	Very (15)
Alignment:	Chaotic Evil
Size:	L (16' tall)
Level/XP Value:	??? / 9,406 XP

Equipment: Silver Dragon Scale Armor (non, magical, but base AC 0); **Icebreaker** (**War Hammer +2**, 5d6+2 hp damage, when gripped provides fire resistance); Great Helm (non-magical, but cool looking with big horns), Bear's Fang Amulet (summons 1d4+1 polar bears 1/day);

Commonly Memorized Spell (3/3/2): *Command*, *Cure Light Wounds*; *Aid*, *Bellow*, *Breath of the Winter Wolf*; *Dispel Magic*, *Prayer*

Background

Hyringar is extremely young for a shaman with his level of accomplishment. He is also reckless, constantly urging the frost giant jarls to raids the south lands, bringing winter and death to the humans and other short races that live there. Stronger than the average frost giant, Hyringar's strength is somewhere between that of a fire giant and a cloud giant. His open defiance of the Jarls makes Hyringar a renegade, unpopular with the establishment (but popular with the young giants who seek adventure, war and plunder).

The older shamans are uneasy around Hyringar; the young shaman seem somehow attached to a larger destiny. They dislike how he erodes their place in the frost giant hierarchy, but it is clear that Hyringar has the favor of Thrym (at least for the time being). For now the established shamans ignore Hyringar, hoping that his reckless forays into the southern lands "solve the problem".

Hyringar is motivated by dreams, dreams where he grasps an alabaster sphere, a sphere that lets him bring winter to summer and destroy humanity. He knows nothing about this sphere, but possessing it is slowly becoming an obsession. Hyringar has even considered hiring humans to seek out this item for him (if he can figure out how to do it without coming to blows with the rodents he so despises).

Using Hyringar In Play

Hyringar would make a good recurring foe, sending frost giant raiders into the southern lands seeking plunder or the strange alabaster orb. He is not the type to lead from behind, but he is the type to run from a fight and let others do the dying. However, he is also the type to have several irons in the fire (so to speak), and he might send a war party to accomplish something on his behalf. Hyringar is associated with no one clan, but he draws followers from many clans, typically young, brash warriors eager to prove their skill and bravery. He is also gathering a few weaker shamans to his fold.

Of course, Hyringar might manage to convince (intentionally or unintentionally) some Jarl (or a few of them) to engage in more raiding than usual. In this case he is the catalyst for war, but tracing it back to Hyringar would be difficult.

A rival shaman or Jarl might decide that Hyringar has to go, and cut a deal with a band of seasoned adventurers, leading them to Hyringar's stronghold.

If a PC worships a deity of summer or the Norse pantheon, they might receive a cryptic warning or omen (or a flat out set of instructions, depending on the deity), demanding that they get to the alabaster orb before Hyringar. Alternately, they could be the adventurers hired by Hyringar to retrieve this magical device.

The Alabaster Orb

This is probably either an artifact or a device (a singular item regardless) which creates a gate to the para-elemental plane of ice. It's really up to the DM. It might not even exist, or exist only as a mundane treasure. Here is one potential option; once powered up (through some form of sacrifice) the orb creates a winter storm equal to that of the Bag of Storms, with 2 exceptions. First, the storm is perpetual until the master of the orb wills the storm to end (or the orb is destroyed, depowered, etc.). Second, the storm continues to grow in size (increasing by 100 yards radius each hour). The orb likely has additional abilities (such as summoning ice para elementals, packs of winter wolves, etc.). Of course, such power comes at some price …

Giant's Snowballs

These 2' diameter snowballs detect as magical, and observers will note that they will not melt in above freezing temperatures. When thrown by a being of 21 strength or greater, they detonate on impact in a 20' radius blast of ice. Any creature struck by the snowball suffers 3d6 points of impact damage. All creatures in the blast radius, including any creature struck, suffer 6d6 point of cold damage, save vs. spells for half.

These snowballs always detonate when thrown. If the target is missed the DM should track what the missile hits and what creatures are within the blast radius.

If exposed to temperatures of 70F or greater for 1 turn a snowball detonates.

GP value 2,500; XP value 500

by Bryan Fazekas

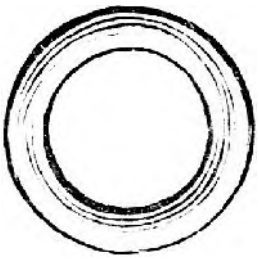
Ammon Marr's Chameleon Coat

Usable by thief, assassin, illusionist

The chameleon coat is a powerful item for deception and redirection of enemies. Up to twice per day the user may make themselves instantly take on the appearance of any "generic" group of people desired. For example, if the user ran out of a building into a crowd of soldiers after stealing a valuable gem from the temple, the user could make herself look exactly like one of those soldiers in terms of clothing and facial appearance. The altered appearance will not register with any detection spells (magic, illusion, etc.), but if a dispel magic is cast directly on the user there is a chance of disrupting the alteration as if the coat was 15th level. The coat cannot make the user look like any particular person, it is meant to make the wearer look completely unremarkable and thus unnoticed.

GP value 18,000; XP value 2,000.

Ammon Marr's Movable Gate



The moveable gate appears as a small brass ring, approximately 2 inches in diameter. When the ring is thrown against a wall that is less than 3' thick it creates a hole large enough for a medium sized humanoid to pass through. The hole remains until closed by the user pulling it through to the other side, or 1 hour has gone by, whichever comes first. The gate may be used once a day. Each subsequent attempt that day has a 25% cumulative chance of causing the gate to turn on itself, sucking all within a 4" radius into nothingness, save versus death magic to avoid.

GP value 25,000; XP value 3,000.

by Ian Slater

Spellcaster's Paradise II: Cleric/Druid Spells

by Lenard Lakofka

Two new cleric/druid spells!

Heat and Light

Level:	Druid 1; Cleric 1
Type:	Alteration/Evocation
Range:	20'
Duration:	3 hours + 1d4 hours/level; limit 24 hours
Area of Effect:	10' + 1'/level diameter sphere
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	special

This utilitarian spell can be used to warm and light an area like a cave, a room or outdoors with certain restrictions. The spell can be cast on a non-magical item or upon the air. The caster can be up to ten feet away from the destination point. If cast on an item that is not held or on the person of some being the light and heat can be carried and moved.

When cast the spell will raise the ambient temperature inside of the produced sphere by 20 degrees plus 4d6 degrees. This spell works best when the temperature that already existing is in the 40s or 50s. Lower temperatures may not be affected enough to matter. Higher temperatures might make an area hard to bare though there may uses for raising an area from 90 degrees to 120 degrees.

The spell has a light component as well. The light produced is equal to three candles burning close to one another. It is sufficient to read by if the person is close to the light.

The caster can choose to have only heat or only light instead of both. If the caster choses only one of the components then the duration of the spell goes up by four hours (though the limit of 24 hours will not be breached).

A room, cave or any enclosed area is usually best for this spell. Outdoors in an area of very light winds it can also be useful. However, as the wind gets above ten miles per hour the heat begins to be dispersed. At speeds of forty miles per hour or greater the heat is only felt at the point source and the rest is being quelled by the higher winds. If the spell is cast on an item that item can be held and warm a person's hands even in high winds.

The spell can't be cast upon a magic item but will instead appear next that item. The spell is subject to Dispel Magic. Darkness will put out the light but not affect the heat component of the spell. The light component is dim and if it is thrown at a living being it will do little to affect the being's sight. If thrown at the being that being is entitled to a saving throw. This means that an item carried by a being cannot be the target either since the aura of the being would still cause a saving throw to be allowed. Undead gain no saving throw in any case.

Supposedly the prayer was conceived by a druid who was tired of sleeping in a cool cave. Once he showed others how it worked it spread rapidly especially an cool and cold areas. Clearly it can very useful in a cavern, maze, dungeon and the like for either light, heat or both.

The spell is available to many clerics and all druids.

Markers

Level:	Druid 1; Cleric 1
Type:	Alteration
Range:	touch
Duration:	12 hours + 1d4 hours/level
Area of Effect:	1d4 stones+ 1 stone/level

Components: V, S, M
Casting Time: 3 segments
Saving Throw: special

Marker stones are created by taking some small objects and magically marking them as signals or indicators. The caster selects 5 or more pebbles, coins, dice, gems or other small non-magical objects and temporarily enchants them. The items will generally weight 1 to 6 ounces. Smaller or larger objects have a 1 to 30% chance to fail the enchantment on a roll of 31 to 50 will malfunction; usually by halving the spell's duration.

One or two willing compatriots of the caster are used in the spell. They each hold one or more of the selected objects. The caster places his/her hand on top of the objects held in an upturned open palm. The objects can be given to either or both compatriots or the caster.

The object can now be placed somewhere along a path, inside or outside. The object, let's say a pebble for this example, will serve to mark a route or even note the location of something (like the pebble placed on top of a small bag of coins). When one of the other persons present at the casting passes within 10 feet plus 2 feet per level of the caster that second person will be aware of the object. He or she will hear a soft tone and also see a dim glow if the pebble is in a poorly lit area. The sound and glow can only be heard and seen by someone present when the spell was first cast.

There might be an agreement as to what the stone marks but that is left to the persons present at the casting. The object radiates a tiny amount of magic and is undetectable at over four feet from the person attempting to *Detect Magic*.

Uses for the spell are left to the caster and his compatriots.

If the object comes in direct contact with a magic item (items inside of something like a bottle, in a backpack or sheath do not count as contact) there is a 50% chance that enchanted small object will de-magic with both an audible and minor glow component. Note that would be a possible way of actually identifying an object as being magic -- a bonus effect of the spell.

Jorlin's Cane of Mist

Usable by any class

The cane of mist appears to be a regular wooden cane, carved from an ashen grey wood and topped with a single large pearl. Once per day, when the user is on a substantive body of water (river, lake, ocean) and conditions are at least overcast, the user may summon a thick, "pea soup" fog that obscures vision beyond 1' for all but the user of the cane and anyone designated by the user who is touching them at the time. The fog will center on the user, extends for 10" radius, and lasts for 3d6 rounds. A gust of wind will halve the duration of the fog, and a fireball will reduce its area by 1/2.

GP value 15,000; XP value 1,500.

Firrwin Hollinshae's Bracers of Adhesion

Usable by thief, assassin, monk

The bracers, when worn, allow the user to have one free hand while climbing walls. This free hand can be used to retrieve and drink a potion, throw a dagger, strike with a one handed weapon, etc. with no penalty. In addition, the users' movement rate while climbing is doubled and any damage taken from a fall is halved.

GP value 12,000; XP value 1,500.

Jonnigast's Changeling Spheres

Usable by thief, assassin, illusionist

1-4 changeling spheres will be found in any given treasure horde, contained in a black silk bag cinched with a copper colored braid. Each sphere is large enough to fit comfortably in a human sized hand. When the command word is spoken the sphere can take on the appearance of any single object up to one cubic foot in overall volume (this could cover a sword, a dagger, a censer, etc.) The duplicated object will be completely indistinguishable from the actual object, and short of a wish or true seeing spell there is no magic that can detect the replacement. The duplicate will radiate magic if the original object did. The duplication will last for 2-4 days at which point the duplicate will crumble into dust.

GP value 20,000; XP value 2,000.

by Ian Slater

Spellcaster's Paradise III: Fonreaver's Falcon

Krysa vidí tmě dole, pes vidí na ulici, jen sokol všechno vidí

by Ian Slater

My first master, Khostin the Cruel (he wasn't really cruel you know, that was just the braying of his rivals, which he took on as his name to terrify them), emphasized that it was not wise to have all your spells in one book. One nimble fingered thief, one well-placed *Fireball*, then all your spells are gone. Khostin strongly suggested we organize our spells into smaller books, each with a given purpose. This would give an elegant flow to the magic, and allow the caster to anticipate unintended synergies.

The Cruel One also pointed out that all the things you make will outlast you, they will likely be remembered, not you. This book of spells is no different, it will see service for many years in my hands, but one day, if it is not destroyed, it will be held by a stranger, hungry for power, and used to their devices. So be it, the price of power is that it will one day be freed of your bondage, and given to others beyond your control. I contemplated destroying all of my spell books before I died, but ultimately realized that it is the spells that are important, their power, their elegance, the way they shape the world for your needs. They are what matters here. My job is to illuminate them for my own use and understanding, as well as for posterity.

I, Fonreaver the Fantastic, breaker of Oghun-tu, Orc war chief and brother of Angoth-Taur, defiler of the Temple of Hades, give you my Falcon, this book of twenty-four spells collected from my travels. The travelling sorcerer must thrive in all environments, and the city is the most demanding of all. So hard to hide, so many people, information is your gold, the fast spell is the one that saves you, not the powerhouse, that *Fireball* may bring the whole city watch on your head, small things matter more …

May the Falcon help you fly through the sky as predator, not prey.

Fonreaver the Fantastic

Information

Information gathering is key to survival, though there are similarities; all cities are subtly different in their composition, the balance of forces and interests, etc. To penetrate these secrets, you must quickly assess the basic parameters of the space, where things are, what they are. Nature has provided you with the means, legs and eyes, but to wait to cover the city in that way would take weeks, if not months.

Here are a few short cuts.

Amillian (a sour faced half-elf with a love of gnoll moonshine) concocted this spell.

Amillian's Ambient Avian

Level:	Magic User 1
Type:	Summoning/Divination
Range:	touch
Duration:	1 hour
Area of Effect:	1 square mile per level
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	none

This spell must be cast in a place where there are birds. When so cast, a random bird from the area will fly to the caster and take a seed from him. Once consumed, the bird will fly up and over the area, high and low, for up to an hour. The bird will swoop low along streets and high above towers. When it returns it will immediately transfer all visual and auditory knowledge from the bird to the magic-user. Depending on the size of the city and the duration of the spell, this knowledge would include things like:

- What areas of the city are busy with people
- What facilities (with signage or obvious purpose) are where
- Exit and entrance routes to a city

- Tallest buildings
- Bridges and bodies of water

The material component of this spell is a seed from a green plant that has been soaked in distilled water for a week. The verbal command phrase for this spell is *Ukažte mi vše.*

* * *

Mohrach Athlan (the Impulsive) trained with me, we shared several masters while apprenticing, and he was an unremarkable evoker, abjurer or even conjuror. However, he had a talent for understanding tactics. You must know your environment, and not just what is in front of you. Mohrach scribed this spell for his king years later, and it was ever after cast on one the king's guardsmen when he travelled.

Athlan's Beneath Your Feet

Level:	Magic User 1
Type:	Divination
Range:	3"
Duration:	1 hour/level
Area of Effect:	1-1/2" radius circle/level
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	none

Athlan's spell is designed to give the caster knowledge of underground environments (basements, sewers, caves, etc.) When the spell is cast above the ground the magic user (and only the magic user) can "see" the areas beneath her feet up to 30 feet down and for the AOE of the spell. The AOE is centered on the magic user and moves with her. When cast beneath the ground the spell will allow the magic user to "see" all buildings and objects above the ground for up to 30 yards in height and equal to the AOE of the spell. This spell will not penetrate magical protections and illusions. The material component of this spell is a stone from a road through or near the area in question, the stone is dropped (when above ground) or thrown in the air and caught (if above ground), the verbal command phrase is c*o se skrývá pod.*

I have on more than one occasion, when looking at an ancient tome, or puzzling through a temple's prayer books, longed to save what I was seeing for later reference. Information can be mightily valuable, and the contents of a secret scroll can bring down a kingdom.

* * *

Lawson Teer was an elven magic user with a preference for spell research over adventuring. I cannot recall if I ever saw him take up a weapon. He did, however, do one thing I thank him for, he made it possible for me to bump into a messenger of Lord Tintarn, divine the nature of his plans, and foil them as a result.

Lawson Teer's Immediate Transcription

Level:	Magic User 1
Type:	Alteration
Range:	touch
Duration:	permanent
Area of Effect:	1'x1' surface/level
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	none

This spell allows the caster to copy the impressions of an item on a surface (in ink, carved, bas relief, whatever). The transcription is exact and permanent, and will work on writing or illustrations. Note that any spell traps (e.g. explosive runes, symbols, glyphs of warding) have a chance of 50%/caster level of being triggered by this spell, and it cannot be used to copy spells. The maximum surface that can be so transcribed is indicated by the AOE, but any shape that does not exceed the AOE may be used (e.g. it does not have to be a square). The original to be copied can be rolled up or folded and it will still be "read" and captured. The material component of this spell is a specially prepared sheet of paper, vellum, etc. that has been coated in a mixture of glue and powdered silver. The magic user must touch the surface to be copied and then touch the paper, though the paper need not be touched for up to 24 hours. The verbal command phrase for this spell is *znovu a znovu.*

* * *

I for one have never been good with directions, nor, however, do I trust others to record information for me. Kurnadale, a giant of a wizard who died years and years ago under mysterious circumstances, wrote this spell to address the concern.

Kurnadale's Graphic Recounter

Level:	Magic User 1
Type:	Evocation
Range:	2"
Duration:	3 turns/level
Area of Effect:	special
Components:	V, S, M
Saving throw:	none
Casting Time:	1 segment

This spell creates a map of the route taken by the caster during the complete duration of the spell. The map will not reveal hidden doors or traps, though if they are found or sprung they will then appear on the map. The map is created as the magic user moves along, and will "pause" while she pauses, and does not require the magic user to draw, or even hold the map paper while it is being created. Scale adjusts as the map is created, if the mapping reaches the edge of the paper it will resize the map and continue, keeping everything in the proper relation. If the spell finishes it is possible to cast it again and the map will continue from where it left off (or an entirely new map can be created). The material component for this spell is a piece of material for the map to appear on (e.g. parchment, paper, a piece of flat stone, etc.) and a piece of charcoal. The charcoal is used to write the command words of the spell on the parchment, then the words are spoken and the map begins to appear. The command phrase for the spell is *kde jsem jít.*

* * *

One of the greatest banes to the ignorant and unworldly is custom, knowing what is done in a place where you are a stranger. Nothing marks you off and makes you more obviously an outsider than not knowing the social conventions. Tungen, an ancient wizard known primarily for his destructive magic, penned this rare spell.

Tungen's Way of the Ward

Level:	Magic User 1
Type:	Divination
Range:	0
Duration:	1 turn
Area of Effect:	3" radius
Components:	V, M
Casting Time:	1 round
Saving Throw:	none

Tungen's spell should be cast in a village square or in a busy area. When cast, the spell does a surface scan of the mind of a random victim focusing on conventions, local lore, popular rumours, etc. By the end of the spell's duration the magic user will be conversant with these things. The spell will not give the magic user knowledge restricted to few, no knowledge of passwords and key locations, or anything else "secret", it focuses on general knowledge held by many in a given area. Still, the magic user will be knowledgeable about customs and rumors, sometimes very local knowledge, depending on where the spell is cast. The material component of this spell is a sow's ear which must be pressed to the magic user's ear while speaking the command phrase, *Jaká je vaše cesta*.

* * *

The lone magic user is often without the resources to protect him or herself without wasting valuable magic. Thus allies are a must. However, quality varies considerably, when you are in a city the next time canvassing talent, consider Tanner's practical spell to assist you.

Tanner's Prowess Assessor

Level:	Magic User 3
Type:	Divination
Range:	0
Duration:	1 round
Area of Effect:	1" radius sphere
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	none

When cast this spell magically assesses the combat prowess of the victims in the area of effect (1 per level maximum). The spell probes the victim to determine such things as muscle mass, tone, mental acuity, fine motor skills, response time, etc. The spell divides the group in the area of effect into three categories, high (red), medium (green) and low (blue), and each member of that group will show up as framed by flames of the appropriate color. So the magic user would look out into a group of opponents and each would be framed by a fire indicating their comparative combat skill. Note that the spell is comparative to the group around you, so it is useful to include a party member of known combat ability in the AOE. The spell takes the THACO of every victim and sets up a range, divides it in three and groups all values according to this scale, assigning colors appropriately. This spell can be used in combat, or when interviewing henchmen. The material components of this spell are a copper, silver and gold piece, all of which must be palmed, then will disappear when the command phrase, *Měď, zlato a stříbro lesk*

* * *

We often associate pursuit with a specific target, but often it is less clear than that, we know there is something happening, but we do not know what. This spell, penned by an unknown author, allows the mage to take advantage of the existing population, targeting those she believes to be important and seeing the world through their eyes. This is an immensely useful spying spell, and when reversed, can cripple an opponent's vision. Elegant and effective.

Artful Eyes of the Sharper

(reversible)

Level:	Magic User 2
Type	Divination
Range:	touch
Duration:	special
Area of Effect:	special
Components:	V, S, M
Casting Time:	1 round
Saving Throw:	none

When cast the *Artful Eyes of the Sharper* allows the caster or someone he designates to see through the eyes of up to one target per level. Those targets must be physically touched at some point within 1 day of the casting of the spell. For all targets touched in this period the magic user may see through their eyes for a period of 1/turn per level. If the victim is willing there is no saving throw, if the victim is unwilling then they save on initial contact, success means they cannot be linked later, failure indicates they can. The magic user may switch from eyes to eyes at any time. If at any point the magic user finds what he is looking for, or just finds something interesting, he can then focus in on a particular view, and the spell will pinpoint the location of that view and lead the magic-user there if the target is less than 1 mile away per 3 levels of the magic user casting the spell. When reversed, the magic user can force a target to see through her eyes. If she blindfolds herself before casting, she could effectively blind her opponent. The material component of this spell is a thief's tool of any kind (this can include a lock pick, a sap, a dagger, etc.) and a pair of stones. The command words for the spell are *je rafinovaný oči ostřejší.*

Preparation, Artifice, and Style

Life in the city is more refined than rural areas, and some degree of decorum, applied carefully, can bring with it the illusion of power, which on its own is almost as important as power itself. Here are a few spells to aid with your presentation, all from Munnar the Mad, a magician I did not have the good fortune to meet, but I have always admired for his style of spell writing.

First, to clean you from your tired and filthy adventuring:

Cleansing Spell of Munnar the Mad

Level:	Magic User 1
Type:	Alteration
Range:	1"
Duration:	instantaneous
Area of Effect:	1 individual/4 levels of the caster
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	none

Munnar's spell instantly cleanses the magic user of all dirt and foreign substances on their body. It also polishes metal, repairs holes in cloth, brightens the coloring of clothing, etc. If cast on a victim of a green slime, ochre jelly, etc. the substance is instantly removed from their bodies. The material component of this spell is a polished silver piece that must be rubbed against the skin while speaking the command phrase, *ven, ven odporné místo*.

* * *

If your adventuring clothes, dutifully cleaned, are not sufficient to your needs:

Tailor of Munnar the Mad

Level:	Magic User 1
Type	Conjuration, Alteration
Range:	touch
Duration:	1 day/level
Area of Effect:	special
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	none

When Munnar the Mad died he left this spell with his local guild as part of his estate. The tailor, which appears as a small, eminent looking gnome dressed in robes of bright color, will appear and can provide the magic user (after consideration of numerous options) with one appropriate, perfectly fitting outfit for any occasion or location. For each level of the magic user, another may be so-fitted. Each fitting takes one turn. The spell relies on the magic-users understanding of the occasion or event to shape the materials provided. The magic user must set any other parameters, e.g. dress me casually for a formal event, etc. Cast after a Way of the Ward spell this can be more effective. The material component of the spell is a coin equivalent to the level of expense associated with the clothing (e.g. a cheap outfit – copper coin, luxurious expensive outfit – gold coin) and a piece of silk. All must be placed in a small brazier, along with a fragment of mirrored glass, and when the command phrase (*Nastroj mě*) is spoken, they will flicker and disappear, adding their color to the gnome's clothing.

* * *

And if you cannot find a party to attend, throw your own, frequently the bonds made around the dinner table can be more valuable than those cast in the war tent.

Banquet of Munnar the Mad

Level:	Magic User 2
Type:	Conjuration
Range:	touch
Duration:	permanent
Area of Effect:	1 person/3 levels/day
Components:	V, S, M
Casting Time:	2 segments
Saving Throw:	none

When this spell is cast the magic-user creates a luxurious banquet of food enough to feed 1 person per level of the magic user per day. The meal may be of any kind the magic user desires, and it will be accompanied by libations as well. The material component of this spell is a handful of seeds and an egg of some variety, which must be consumed by the caster after speaking the words, *Nakrm měs eymore*.

Escape

Knowledge is power, but moving your feet may save you no matter what you know. There is a time for thought, a time for engagement, and a time for egress. The following spells will either buy you some time or move you away much faster. Cities are places where you can find yourself being boxed in, or trapped, sometimes distraction and speed are crucial to survival. If you can outrun your opponents you can possibly ambush or hide, or just live another day. A brief distraction can allow you to melt into the crowd.

Amorantal had never run a day in his life before writing this spell, but let me tell you he took to it with elan once he did. With his decent girth he himself made a valuable missile while using this spell…

Amorantal's Animated Run

Level:	Magic User 1
Type:	Alteration
Range:	individual touched
Duration:	1 turn/level
Area of Effect:	1"x1"x1" cube
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	none

The animated run allows the magic user to "skate" over surfaces as if they were skating on ice. The surface need not be entirely flat or even, but the presence of a large amount of boulders or other obstructions will make the area impassable. The magic user can skate at a move equal to 16" + 1" per 3 levels, if, however, she is encumbered or armored the move is reduced to 12". If the magic user makes any sudden turns (90 degrees or less) while under the influence of Amorantal's spell they must make roll less than their dexterity on a d20 or lose balance and fall, requiring a round to gain their feet. The material component of this spell is a pair of small metal blades (daggers will do) that are held to the side of each foot while the command phrase, *brusle cestu*. The blades may be resheathed after this, but if either is dropped the spell ceases immediately.

* * *

A crowded city square can slow you down so much you will not be able to outrun anyone, unless you have Igglewith's fine spell at your disposal.

Igglewith's Find the Absence

Level:	Magic User1
Type:	Divination
Range:	1"/level
Duration:	1 round/level
Area of Effect:	1" radius sphere per level
Components:	V, S, M
Casting Time:	1/10 segment
Saving Throw:	none

Igglewith's spell is designed to aid the magic user who needs to find fast egress through a crowd or an environment full of obstacles. The spell will direct the magic user to a path that coincides with absences in the crowd or spaces between obstacles. This has several consequences:

- The magic user maintains her dexterity bonus to AC while fleeing
- All attacks against the magic user are at -1 to hit
- He or she will be able to run through the environment at full speed while not hitting anything, even in the darkness.

Note that there has to be some path for the magic-user to navigate, e.g. if there is no room to run then the spell would not work. The material component of this spell is a brass ring that must be worn on the magic user's person, after saying the words, *Oko jehly*, říční *údolí*, *list ve větru* ….

* * *

We have all longed to move while we make magic, Thessalin created a spell to allow us just this.

Thessalin's Emancipatory Enchantment

Level:	Magic User 2
Type:	Alteration
Range:	touch
Duration:	1 turn/level
Area of Effect:	special
Components:	V
Casting Time:	1 segment
Saving Throw:	none

When cast the Emancipatory Enchantment allows a magic user to cast any 1st to 3rd level spell while mounted or moving. Range, AOE, etc. otherwise stay the same.

* * *

Morshoggoth the Multifoiled penned this spell for his grandson, at the time a low level magic user working in a seaside city. He used the spell to ingratiate himself to the local thieves guild. It seems somewhat frivolrous, but when it is needed it is a formidable tool for escape and attack.

Morshoggoth's Boisterous Braids

Level:	Magic User 3
Type:	Alteration
Range:	1"
Duration:	1 turn/level
Area of Effect:	1 rope/level
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	none

When cast upon a number of ropes equal to the level of the magic user (none of which can be more than 60 feet long), for the duration of the spell those ropes act like a rope of climbing, they can:

- support 500 pounds
- shoot in any direction at 10' per round and attach wherever desired
- knot themselves at 1' intervals (shortens the rope by 1/5 in length)
- be used to climb walls, or to swing from place to place
- be used to wrap around victims in a 3" range who fail a saving throw, those entangled must roll a BBLG to escape, each additional rope that entangles the same victim (extra saves required) forces an additional BBLG roll to be made to escape. These BBLG rolls can be made every round.

The ropes will each take 2hp of damage and have an AC equal to the mage who cast the spell. Once the victim is so entangled no further ropes may be added to those already there. The material component of this spell is a live spider and a number of silver coins equal to the number of ropes to be enchanted, the coins are tossed in the air and the spider consumed, when this happens the coins hang in the air until the magic user speaks the words, *lana tanec pro měI*, at which point they disappear and the ropes animate.

Distraction

You turn the corner and the city guard are upon you, five of them with cruel thirsty swords and only one of you and your spells. What to do? Buy yourself some time with these spells:

Quillon's Pocket Full of Silver

Level:	Magic User 1
Type:	Alteration
Range:	1"
Duration:	instantaneous
Area of Effect:	1" radius sphere
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	negates

Quillon's spell was designed to provide a magic user with a fast distraction while in close range melee combat. The magic user need only grab a hand full of coins from his person and throw them at the intended victims. If the victims make the save the coins do not stay near them, if they fail the coins circle and dart around the victim's head, making any attack -1 to hit for the duration of the spell. A 1-5th level magic user may use copper coins and the spell works as described, a 6th-10th level MU may use silver coins and the to hit penalty is -2, a 11th to 15th level MU may use gold coins and the penalty is -3, and a 160th or higher level MU may use platinum coins and the to hit penalty is -4. The coins may assault 1 person in the AOE per three levels of the caster, and they will stay with the victims for the duration if they leave the AOE. The material component of the spell is the coins, which must be thrown while shouting, *Šumivé a zářící*.

Sinshara's Astounding Salt Spray

Level:	Magic User 1
Type:	Alteration
Range:	0
Duration:	instantaneous
Area of Effect:	special
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	negates

When cast Sinshara's signature spell creates a fan like spray of salt that distributes itself in the same way as a burning hands spell (3' length in a horizontal arc of about 120" in front of the magic-user). Unlike the burning hands spell the magic user can cast this spell one handed, swinging her hand while the magical salt flies out in a horizontal arc. All victims in the area of effect must save versus spell or be blinded by the salt for 1 round if they have water to wash off the salt, an additional round if they don't. The material component of this spell is a pinch of salt and a copper piece, the two must be rubbed together and thrown together while saying the command phrase, *Zde je bahno v oku*.

* * *

Sometimes is it more useful to fade into the background. However, invisibility is so common that there are many countermeasures to it, so Jinntar's unique spell is valuable beyond its initial appearance. It is most useful in large crowds where it allows the caster to pass largely unmolested.

Jinntar's Rhythmic Stride

Level:	Magic User 2
Type:	Illusion/Phantasm
Range:	individual
Duration:	Special
Area of Effect:	individual
Components:	V, S
Casting Time:	2 segments
Saving Throw:	none

The magic user who casts Jinntar's signature spell must either be walking or start walking when it is cast. The magic user must then begin to whistle, hum or sing a familiar tune. While so walking onlookers will tend to look away from the magic-user, making her -4 to hit for as long as she continues to make the sound. It is possible to cast spells with only a somatic component while performing this spell.

* * *

When running and hiding is not an immediate option, it is useful to take advantage of your environment. The city is full of distractions, rather than making your own, use one of the existing ones and let magic make it mighty! Illyig the Corpulent, who walks amongst us still, so I speak his name softly now, penned this insidious spell.

Sinister Smoke Serpent of Illyig the Corpulent

Level:	Magic User 2
Type:	Alteration
Range:	2" per level
Duration:	1 round/level
Area of Effect:	2" radius column
Components:	V, S, M
Casting Time:	2 segments
Saving Throw:	special

For this spell to work there must be a source of fire at least as big as a bonfire. The spell magically enhances this fire, and produces a thick roiling black smoke. The magic user can then make a smoke column emerge, 2" in radius across and as long as the range of the spell. The magic user can make one attack per round with the column anywhere in the range, and it has two possible effects (roll d4, 1-2 = a), 3-4 = b)):

a. Victims must save versus spell or be temporarily blinded for 2 rounds

b. Victims must save versus spell or be temporarily asphyxiated, spending 2 rounds coughing and grasping for breath (no dex bonus to AC, no other actions possible)

The material component of this spell is a handful of soot thrown into the fire source, and they must direct the smoke serpent with both hands, each strike being proceeded with a *had kouře pobili*!

Protection

I have penned many spells in my time, but this one is one of my most treasured, as it is significantly useful in many ways. For example, make your component pouch or coin purse impossible to remove with light fingers, something very useful in the city. I follow up with Mar Kassan's answer to street thieves who backstab, and finally I add a fine spell from the now permanently off plane sorcerer Zel Austra, who was transformed into astral form and now lives on the astral plane.

Fonreaver's Binding Enchantment

Level:	Magic User 1
Type:	Alteration
Range:	touch
Duration:	1 turn/level
Area of Effect:	special
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	special

Fonreaver's Binding Enchantment allows the magic user to bind two objects together such that they may only be separated by a successful BBLG roll (or at any time by the caster). The objects may be at most small sized if the magic user is 1st to 5th level, medium sized if the magic user is 6th to 10th level, and large sized if the magic user is 11th or higher. The magic user must touch both objects to make the spell work, and if the objects are moving then the magic user must make a "to hit" roll. If the spell is used on living creatures they must both be within touching distance, so the spell is much less likely to work. The material component of this spell is a small pot of glue, which is consumed upon speaking the command phrase *Nikdy nastavit od sebe*.

Mar Kassan's Awesome Armadillo

Level:	Magic User 1
Type:	Evocation
Range:	individual
Duration:	5 rounds/level
Area of Effect:	1"x1"x1" cube
Components:	V, S
Saving Throw:	none
Casting Time:	1 segment

The awesome armadillo works like a shield spell but it covers the rear, flanks and above the magic user, leaving the front exposed. The armadillo works like a regular shield spell, it will totally negate magic missile attacks, it gives AC2 against hand hurled missiles (axes, darts, javelins, spears, etc.), AC 3 against small device-propelled missiles (arrows, bolts, bullets, manticore spikes, sling stones, etc.), and AC 4 against all other forms of attack. It also adds +1 to the magic-user's saving throw versus attacks which are non-frontal. The command phrase for the spell is úžasné pásovec. The Awesome Armadillo may not be combined with a *Shield* spell.

Zel Austra's Impervious Satchel

Level:	Magic User 2
Type:	Alteration
Range:	touch
Duration:	permanent
Area of Effect:	special
Components:	V, S, M
Casting Time:	1 turn
Saving Throw:	none

To cast Zel Austra's spell the magic user must have a custom made spell component case created. The case will be made of the finest leather, with divided multiple pockets for individual components inside. Once commissioned (for a cost of no less than 50 gp) the magic user may cast the spell on the case. When the spell is cast by a 3rd level caster, the case will be completely waterproof, can only be removed by someone other than the magic user by making a successful BBLG roll, and will gain a +1 on all saves. When the spell is cast by a 6th level caster upon a case that has already been enchanted by a 3rd level caster an additional +1 is added to saves, and the case magically gains extra pockets inside to accommodate the magic users extra components without growing in size on the outside. At 9th level if cast on the same case it gains an additional +1 on saves and extra pockets again. The same will happen at 12th level, and again at 15th level, to a maximum of +5 on saves. However, the spell may be cast again at 18th, 21st, etc. and the number of internal pockets will increase. If the case is destroyed a high level caster may not create a new one. The command phrase to make the satchel is *krabice ze železa.*

Replying In Kind

Sometimes you cannot flee, sometimes the city watch has you cornered, well, here are three spells that will turn the tide, spells that they will not know or expect to encounter. The first, by my master Khostin, was a favorite of mine when first adventuring. Every city has rats …

Khostin's Vermin Call

Level:	Magic User 1
Type:	Summoning
Range:	1" per level
Duration:	1 round/level
Area of Effect:	special
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	none

This spell must be cast in a dungeon or urban area. When the vermin call is cast the magic user summons 1 giant rat to his location for every 4 levels of experience. These rats will swarm the target chosen by the magic user for the duration of the spell, or until killed, whichever occurs first. Each successful hit by a rat has a 5% chance of giving the victim a disease. The material component of this spell is a small silver whistle worth at least 10 sp, not consumed in the casting, which must be blown three times, each time saying the phrase *pojď ke mně své odporné ty* immediately thereafter.

* * *

The bow and arrow are the bane of any mage, long distance attacks make your precious missile fire spells useless. Here is a response from the little known battle mage Ammon Marr, well known for his combat spells. Try this on the city watch when they have you "cornered".

Ammon Marr's Wall of Talons

Level:	Magic User 3
Type:	Alteration/Summoning
Range:	1" per level
Duration:	1 round.
Area of Effect:	special
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	none

The magic-user can cast Ammon Marr's Wall of Talons whenever she is within the listed range of a collection of arrows. She may then cause 1 arrow for each level of experience to fly forth from their quivers and assemble in a line floating in the air in front of her. The arrows may then be directed at any target in the spell range, without distance penalties, either collectively or singly, instantaneously. Each arrow does regular damage on a regular to hit roll, dexterity bonuses apply. If the arrows are taken from unwilling victims they only get a saving throw if the arrows are magically restrained (e.g. in a bag of holding) or actively held by the victim. The material component of this spell is a small silver arrowhead, dipped in bird's blood, not consumed in the casting, which is dropped to the ground while saying *stěna drápy Palte*.

Finally, if you do find yourself cornered by armored enemies, and they have been foolish enough to underestimate you and approach as a group, bid them hail and well met with this, the sorcerer Sjin'Saar's signature spell.

Sjin'Saar's Corrosive Decay

Level:	Magic User 3
Type:	Evocation
Range:	1" per level
Duration:	instantaneous
Area of Effect:	20' radius sphere
Components:	V, S, M
Casting Time:	3 segments
Saving's Throw:	special

Once described as the "battle mage's fireball", Sjin'Saar's Corrosive Decay causes all metallic items in the area of effect (soft or hard) to save against acid or be instantly corroded and fall apart. Note that the save versus acid is switched, soft metal saves as hard and hard metal saves as soft, as soft metals are generally more resistant to corrosion. Iron based Magic weapons rust apart when they corrode. Magic metals weapons and armor gain a bonus on their save equivalent to plus of weapon or armor. Additional powers (e.g. magic swords) give +1 save bonuses for every power. For example, a +1 sword + 3 versus reptiles would have a +4 bonus. Rings, amulets and other soft metals, being made of gold or silver, gain a +1 for every power. Iron wands/staves/wands are also impacted. Items that make their saving throws take no damage. The material component of this spell is a rod of iron and a drop of mercury, that are clutched together in the palm, when the spell is ready the rod is gone and it is replaced with a swirling ball of dark green fire that is thrown the range while saying the command phrase, ocel do vody, železa rez, zapněte tento kov na prach, where it explodes to fill the AOE.

* * *

So ends Fonreaver's Falcon, may it make you the scourge of the city, no matter where you wander.

Fonreaver the Fantastic

Tactical Magic: Fireball!

by Ian Slater

This is the first of a new column in **&** Magazine. *Magic-users are one of my favorite classes to play, but let's face it, the lower levels are a challenge. In this column I explore aspects of the game connected to magic users, spells, spell casting, item use, tactics for combat, etc. whatever subjects I think are interesting, and worth unpacking to help PC mages survive the 1E meat grinder. AD&D is an unforgiving game in its lethality, and magic-users are at the bottom of the low HP, bad AC, bad THACO ladder.*

Spell slingers need all the help they can get.

Where to start? Well, why not with a classic?

Fireball

Level:	Magic User 3
Type:	Evocation
Range:	10" + 1"/level
Duration:	Instantaneous
Area of Effect:	2"radius sphere
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	1/2

A Fireball is an explosive burst of flame, which detonates with a low roar, and delivers damage proportionate to the level of the magic-user who cast it, i.e. 1 six-sided die (d6) for each level of experience of the spell caster... The burst of the Fireball does not expend a considerable amount of pressure, and the burst will generally conform to the shape of the area in which it occurs, thus covering an area equal to its normal spherical volume. [The area which is covered by the Fireball is a total volume of roughly 33,000 cubic feet (or yards)]. Besides causing damage to creatures, the Fireball ignites all combustible materials within its burst radius, and the heat of the Fireball will melt soft metals such as gold, copper, silver, etc. Items exposed to the spell's effects must be rolled for to determine if they are affected. Items with a creature which makes its saving throw are considered as unaffected. The magic-user points his or her finger and speaks the range (distance and height) at which the Fireball is to burst. A streak flashes from the pointing digit and, unless it impacts upon a material body prior to attaining the prescribed range, flowers into the Fireball. If creatures fail their saving throws, they all take full hit point damage from the blast. Those who make saving throws manage to dodge, fall flat or roll aside, taking 1/2 the full hit point damage - each and every one within the blast area. The material component of this spell is a tiny ball composed of bat guano and sulphur.

Fireball is an iconic game spell, every mage wants it, and it is a crucial large damage / multiple foes kind of spell. Who hasn't thought about dropping a f-ball on a horde of goblins? F-bombing a dragon? It's classic.

You should get to know how this spell works, either as a DM to ensure you adjudicate it well, or as a player so you know the limits. A badly placed *Fireball* can incinerate your character. Given that MU's have a d4 HD (a 5th level MU has an average of 12.5 hp), and the average damage from a 5th level *Fireball* is 3.5x5 = 17.5 save for average of 8.75 for half, that's not to be trifled with.

Also, the spell has some mathematics to it, so it is a good idea to be clear on how it works, and make sure the players and the DM are on the same page.

Some things to think about:

Area of Effect

Note: you don't have to go into this much mathematical detail if you don't want to. I'm interested in running the numbers BTB to see what the standard is; house ruling can come later if desired.

The area of effect (AOE) is a 2" radius sphere, which translates into approximately 33,000 cubic feet. Just for visualization purposes, a 20 foot radius sphere is 40 feet across at its widest. Take an adult male, average height say 5-1/2 feet tall. Actually, since the standard AD&D combatant is given a 5' square on the grid, let's assume 5 feet tall and a 5 foot square "footprint" on the ground. So the sphere is 8 men across, either visualized as those men lying down head to toe, or standing spaced for combat (5'square). This means that if you align it directly on a ground target with the bottom of the sphere at ground level (not as a hemisphere half in the ground, half out) it will be at widest diameter 4 "men" up, which means it takes out a much smaller group on the ground. With a densely packed group of 8 men across this produces a

maximum yield of about 50 men for a *Fireball*, assuming the 5' square and the hemisphere AOE.

So you can assume that outdoors at least, the mage throws the *Fireball* to detonate just above ground level (say 1 man in height), so they get the widest AOE. The *Fireball* is explosive from a point, so if you target a point near the ground the fire will rebound off the ground and head back up, and with some "splash" will probably make up the AOE. Since ground targets will be common, the loss of height in the blast won't matter much, it will still go 4 men off the ground at highest point, or put in another way, it will tall enough to singe the top of a storm giant's head if it is centered on the storm giant's feet.

I'm willing to bet most people don't visualize it that big.

A *Fireball* won't work in the water (DMG pg 57) but it will work above water, so against ships at sea a *Fireball* is fantastic, covering 8 men across (40 feet) at its widest. Take a typical D&D ship, I choose as a reference the Portuguese Caravel from the 16th century, about 60-75 feet long for a smaller ship, the 84 foot Portuguese carracks (enough to transport Vasco da Gama and 60 men to India, with 20 cannons!) as the large range (a large merchant ship in AD&D terms), along with the 90 foot Viking Drakkar. A *Fireball* takes up more than half of a smaller ship, and just less than half of a larger.

Ahoy! Let's run the numbers!

As I read the burn damage rules in the DMG, these supersede the listed *Fireball* damage values, as they are in HP, and the ships use a "hull value". The DMG states: "For every 10 flaming arrows, every flaming catapult missile, and every5-dice *Fireball* and up (i.e., a 10-dice *Fireball* requires a double check) that hits, burn damage will have to be determined."

Damage is estimated in 3d6 increments, which is odd to say the least. As example, Morley the Magician fires a 7HD*Fireball*, you check once. He has two 3d6 increments (1-3 and 4-6) as a 7HD caster, so you get two visits to the table in the DMG. Total up the first 3d6 you roll and this is mapped to 1-10 points of hull damage. Then you do so again. Assuming average of 3d6 is 10.5, this gives you 3-6 points of hull damage. You check twice, so 6-12 points of hull damage per average *Fireball*, average 9.

A "merchant large" ship, our reference for a larger ship in AD&D, has 12-48 hull points.

That's all outdoors and on the water. Indoors things get different. Your big concerns are blowback (the *Fireball* has insufficient space to expand into, so it comes back towards you) and the large AOE will often target allies as well. You shouldn't cast *Fireball* underground after your fighters have run in to melee. It is an early strike spell unless you have a lot of room to move around (say an underground cavern) and perhaps some large HD large sized monster targets. Against large numbers of clustered opponents *Fireball* is ideal.

The spell description also states that the *Fireball* burst will: "*...generally conform to the shape of the area in which it occurs."* So this means that if you drop a *Fireball* into a 10x10x10 room approximately 32,000 cubic feet of fire will be blowing back out of the room and on to you and your party. Most dungeon corridors are long thin rectangles, so the length of hallway that will be taken up by a *Fireball* is easy to calculate, take 33,000 and divide it by the height and width of the hallway.

So take a long straight hallway, 10'x10' ending in a stone wall 180 feet away. A *Fireball* targeted from a name level caster (9th) at a range of 180 feet (190 is max) has a blowback of (33000 / [10 x 10]) = 330 feet from the wall, meeting the MU at the 180 foot mark and roaring by for another 150 glorious infernal feet.

Ouch.

Change it up. Say you are standing in a corridor that leads to a dungeon room, so 60 feet of 10'x10' corridor to the door, say you have your fighter open the door, and run back, and your MU fires off the *Fireball*. The room is say 10 feet in height, 40 x 60 otherwise, a mid-sized room. That's 24,000 cubic feet, for 9,000 cubic feet of blowback. Divide that by 100 (for the L and H of the hallway), and you get 90 feet of blowback, say goodbye mon frere.

If math is not your thing, try this simplification. For a standard 10x10 corridor you divide *Fireball*'s volume by 100 to get the maximum length of corridor you could torch with this spell = 330 feet. That's what you have to play with. *Fireball* fills 330 feet of 10'x10' dungeon corridor. Think of this as 33 ten foot cubes, arrange to taste. That makes sense, as a 10 foot by 10 foot cube has 1,000 one foot cubes in it.

So that's a 80x40 room (approximately, at 3200 square feet or 32 cubes), or a 330 foot corridor, or round room with a 10' ceiling you can roughly estimate by pie r squared, so square the radius and multiply by about 3, for a 30 foot radius room with 10' ceilings that are 30x30 = 900 x 3 = 2700 square feet, 27000 cubic feet or 27 10'x10'cubes, a *Fireball* therefore fills the room and fries you. A 40 foot radius room is 4800 square feet, 48 cubes, and can take the *Fireball* without blowback out of the room, but if you are in the room then you have 15 cubes of space to play with, keeping in mind the geometry of the blast.

This all assumes uniform ceiling height of 10'. Take that away and you don't have easy estimates.

Take a look at some dungeon stats, a *Fireball* is perfectly safe to target the Idol of Blibdoolpoolp in D1-2, her ziggurat fits the AOE nicely. In S2 the three "final" rooms can take it in terms of size, there are two or three other mid-sized rooms that are entirely filled by the *Fireball*, smaller rooms or corridors where it is lethal to the caster as well.

This is all BTB to my understanding

Given the range of *Fireball* is 10" + 1" per level, a 5th level caster has a maximum range of 150 feet, in a 10x10 corridor, the blowback is at minimum half the AOE, so half of 33 cubes is 16 cubes, or 160 feet. Watch out!

Protecting Your, Ahem, Flank

There are spells that protect you from *Fireball*(there are also some magic items, but you can guess those fairly easily, e.g., **Ring of Fire Resistance**).

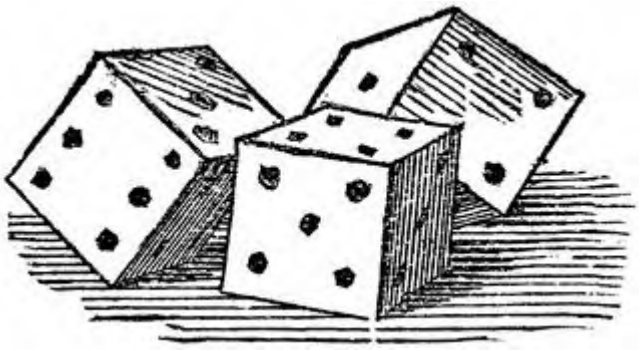
Fire Shield: "The flames are cold, and any fire-based attack will be saved against at +2 on the dice, and either half normal damage or no damage will be sustained."

Minor Globe of Invulnerability (+major): "This spell creates a magical sphere around the caster which prevents any first, second or third level spells from penetrating, i.e. the area of effect of any such spells does not include the area of the *Minor Globe of Invulnerability*. However, any sort of spells can be cast out of the magical sphere..."

Wall of Ice: "Magical fires such as *Fireballs* and fiery dragon breath will melt a *Wall of Ice* in 1 round, though they will cause a great cloud of steamy fog which will last 1 turn, but normal fires or lesser magical ones will not hasten its melting."

Walls of Force, Iron and Stone: *Fireball* doesn't penetrate.

Anti-Magic Shell: "This barrier is totally impervious to all magic and magic spell effects (this includes such attack forms as breath weapons, gaze weapons, and voice weapons..."



Saving Throws

And then there is the issue of saving throws. When hit by a *Fireball* all items in the AOE must save versus *Fireball* or be destroyed. The exception to this is objects that are held by characters that make their saving throws, these are exempt from making saves. Because everything in the AOE is affected but items held by characters who make successful saves, the odds are that at least some will be effected. This is an advantage of many area of effect spells. Just like the minimum of ½ hp damage means that most victims will experience at least some damage, the ability to require saves for multiple items also works in your statistical favor.

Fireball produces the following item saving throws:

Cloth – 20, Crystal or Vial – 10, Glass – 11, Leather or book – 13, liquids – 15, metal hard – 6, metal soft – 18, parchment or paper – 25, stone or small gem – 7, wood or rope thin – 15, wood or rope thick – 11

Note a few items here.

Scrolls require a 25 to save, so unless they are properly secured (in a bone or ivory case) they are highly vulnerable. If an enemy spell caster is reading a scroll when hit that's pretty much it. Hard metal and gems are usually fine, but again, the multiple saves sometimes produce interesting results. If there are 20 soldiers in a room and half fail their saves, there is bound to be a few that fail their "hard metal" saves and lose their weapons.

Far more important is magical jewelry of various kinds, such as rings. They save on an 18, not very good. Books (such as spell books) do better than perhaps expected, with a13 to save, and assuming that spell components are in leather cases they also do a bit better than expected. Magical robes and cloaks and boots and such do not do well here, requiring a 20 for cloth and a 13 for leather.

Thin wood (an arrow) does badly and thick wood (staves and such) do slightly better.

A *Fireball* can destroy a lot of enemy magic items. The upshot is, ironically enough, that spell casters are more vulnerable than fighting types to the *Fireball*, as their magic items and spell books and scrolls are more vulnerable, all other things being equal. Imagine torching the spell book of a defeated enemy mage. The flip side of this is that you will end up destroying magic items you might otherwise have retrieved after a battle. So using a *Fireball* involves some thought as to whether damaging the opposing party is worth the potential treasure destroyed. As levels increase this concern about torching opponent magic items will become more and more important.

Beyond the Book

So far I have been concerned with BTB interpretive issues. I want to branch out a bit for the remainder of the discussion.

A lot of the efficacy and danger of this spell will depend on how the DM deals with PC knowledge of the game world, something that transcends the written rules. For example, some DMs will just tell their players, "The corridor is 100 feet long", others will say stuff like "The corridor stretches beyond your vision in this dim light", or "You can't tell for sure how long the corridor is". You may have a map with scaled squares to count. If you don't have the information, you will have to improvise, or at least consider the possibility that your lack of knowledge could be deadly. You could also ask your DM if they allow characters to know exact distances for spell casting purposes assuming visibility is good. Can you mis-estimate the distance needed, or is that captured in the saving throw your target gets?

Another important side effect is the blaze that follows it. Depending on the environment where the *Fireball* is cast, the subsequent fire can be as important as the initial damage done. Fires produce smoke, this reduces visibility, and can produce further damage to victims in the AOE in subsequent rounds.

However, this is not detailed in AD&D, at least not as far as I know.

A *Fireball* in the outdoors will set fire to trees and bushes, grasses etc. The subsequent rounds should see fire damage, smoke, and a very visible fire. In an enclosed space (and most dungeon settings are enclosed spaces) it will consume the oxygen available. If the *Fireball* fills the whole space, it will take some time for air to come back to the room, and if the room is not fully enclosed the ongoing fire and combustion of many objects in the room will produce smoke. Smoke in an underground space is very dangerous. Thus it is reasonable for victims in the space to have to make additional saves or be asphyxiated and possibly knocked unconscious after the spell is cast in a small space. This is a particularly deadly combination, either the victims would be in a room with limited oxygen (asphyxiation possible) or in a room with an ongoing fire and smoke (asphyxiation possible again).

So here are a few ideas.

Wandering Monster Checks: When a *Fireball* is cast the flash and subsequent fires (as well as the pressure changes underground) may trigger a wandering monster check. A *Fireball* is the "HEY LOOK AT ME" of the spell casting world.

Ongoing fire damage: when a *Fireball* is cast in an outdoor environment (say a forest) or an indoor environment with combustibles, there will be a fire raging afterwards. There is no rule in AD&D to account for the damage this will do. I suggest that, as long as there are objects to burn, the AOE of the *Fireball* will deal out 1 hp per level of MU damage to all in the AOE for 1d6 rounds. In addition, there is a 5% chance per round of passing out from the smoke when outdoors, 20% per round inside.

Obscurement: smoke will reduce visibility in the AOE for 1d3 rounds (-2 to hit against anyone in the AOE) outside and 1d6 rounds inside.

Morale: Low Intelligence monsters and animals will likely panic when they see fire, it is a natural reaction. A *Fireball* and the subsequent fire should trigger a morale check. In addition, when a *Fireball* takes out large numbers of foes in a single shot, it should routinely trigger a morale check.

*Fireball*s appear to be an obviously offensive weapon, but their defensive properties are also important. Fire can be used to cause commotion in public places, a *Fireball* in the town square definitely distracts pursuers, cause panic,

and covers a hasty retreat by creating a flaming barrier to pursuit. *Fireball*s can also destroy bridges, seal entrances to dungeons, etc.

Another thought, the spell description mentions: "The magic-user points his or her finger and speaks the range (distance and height) at which the *Fireball* is to burst. A streak flashes from the pointing digit and, **unless it impacts upon a material body prior to attaining the prescribed range**, flowers into the *Fireball*."

This is a tantalizing but unaddressed possibility for the spell, one that applies to both PCs and NPCs. Can a *Fireball* be interrupted in flight? I consider two possibilities.

If the MU loses initiative and the victim recognizes the spell being cast, they can attempt to block the streaking incipient *Fireball* with a wide melee weapon or solid object (shield). A penalty of -6 to hit, and on a successful hit it is "fizzled".

If a MU fires a *Fireball* "over" a melee in progress then roll to see if it is intercepted by one of the melee participants, I suggest a flat 10% chance.

The last concern is the material component for the spell. Bat guano and sulphur are fairly common in dungeon settings, but outdoors they are much harder to find. No matter where they are located, they will not work if wet, so a MU that gets dumped in the river will not be casting *Fireball* for a while.

There, now you are forewarned, go blow some stuff up.

Aronir's Mask of a Hundred Faces

Usable by thief, illusionist

The mask of a hundred faces appears to be a domino mask made of fine silk and trimmed with silver cord. When donned the user's face will be alterable at will, allowing the wearer to appear male or female, old or young, and of any race desired. The alteration is completely impenetrable, cannot be dispelled by anything other than destroying the mask, and cannot be detected by anything short of a gem of seeing or a true seeing spell. This can be done once a day for up to an hour at a time. The mask allows the user to take on whatever variety of face they desire (e.g. dwarven, elven, etc.), but the rest of the body does not change. If the wearer desires they can take on the face of a specific person they have seen before, but if this is done there is a 1% chance that the change will be permanent.

GP value 12,000; XP value 1,500.

Doggweiller's Purse of Emptiness

Usable by thief, assassin, illusionist

The purse of emptiness looks like a regular change purse and does not radiate magic. The purse will fit up to 200 coins of any kind, or an assortment of gems or other objects that takes up the same space. The purse of emptiness will always appear to be empty to all but the owner, even to the extent that placing a hand in the purse will reveal nothing. Thus a thief could steal a large gem, place it in the purse and no amount of investigation would reveal its presence. If the purse is destroyed or stolen from its user the contents will disappear forever. If the purse it taken from its dead owner it will work normally.

GP value 16,000; XP value 1,800.

Farranthir the Vain's Gloves of Cleanliness

Usable by thief, assassin, illusionist

The gloves of cleanliness allow the user to instantly clean themselves and their gear of any dirt, damage or contamination up to 2 times per day. Once this is done there is no way to determine where they have been from investigation of the wearers items, and any minor damage (scratches, tears) is instantly repaired. If the user is covered by a slime or jelly or mold the offending creature must save versus spell or be instantly removed from the user's garments and gear. In appropriate situations this will add to the wearer's reaction bonus.

GP value 12,000; XP value 1,500.

by Ian Slater

Emporia & Domiciles: Brandywine House

by Nicole Massey

A Place of Healing and Comfort

Owner

Pard Brandywine is the first name in healing throughout the continent, and his houses are well reputed. Pard is rarely in any particular house (1% chance), but his staff is well trained and will fix you right up for the right donation. If he's there you can expect the best care you'll ever get anywhere.

Pard is a typical halfling, with russet brown hair and caramel brown eyes. He wears a tunic and trousers of pale purple denoting a visiting master healer, and (amazingly enough) soft cloth shoes. He's usually running about the house helping others.

Note: Pard is not given statistics here. If you use the healer class from The Dragon, he is a 20th level fighter/healer. Otherwise he's a 20th level fighter/cleric with all of his spells oriented toward healing, including *Hold Person* to keep patients immobile for delicate procedures or to avoid further damage.

Hours of Operation

Twenty-four hours each day, seven days a week, year round. Pard and his healers don't even close for major wars or disasters, as they're needed even more then.

Exterior Description

Taking up an entire city block, this compound has five stories and around two hundred and fifty rooms. Entrances adorn each side of the building, though only the north most entry has facilities for coaches, wagons, and other such craft. The building is covered with shutters flanking windows of square paned glass, most of it clear. The north end also has a loading ramp on the eastern side, and the loading dock has an obvious elevator run by magic that goes both up and down.

Over each set of double doors hangs a sign with a picture of a very fine bladed knife, a sprig of some herb, and a jar of some substance, over the words "Brandywine house". The letters are in red, the background is white. The building is also white with red window frames and shutters, and the roof is red ceramic tile. Multiple chimneys extend from the roof top, indicating a lot of fireplaces in the building.

Interior Description

Each entrance opens into a large room, about 30'x50', where triage and admission takes place. The rooms have gurneys, which are tables with wheels and padded tops, for inbound patients, and also seating and tables for people to wait while those they brought in are diagnosed. People are bustling about, dressed in trousers and tunics of various colors – the master healers are dressed in green, the journeyman healers are dressed in yellow, the apprentice healers are dressed in white, guards and orderlies (muscle) are dressed in orange, and administrators are wearing brown. The occasional janitor or other cleaning staff wears grey, while patients are dressed in gowns of blue. All of these colors are pale.

Nearby are smaller (10x10) rooms to work on patients. To the left of each door in the center of the wall is a Dutch door, double wide, with a compounding alchemist (dressed in yellow) and his or her herbs, chemicals, compounds, powders, and other components, ready to provide potions, oils, and other medications to the

healers as needed. The rest of the building above ground is made up of patient rooms with a healer's station for each ten rooms. Each floor of the top four has sixty rooms, with an additional ten on the ground floor. Each floor has regular storage rooms as well by the healer's station. There's also a bathroom with indoor plumbing and a garderobe and bathing tub for every two rooms.

Rooms are single or double occupancy, as needed, with one or two beds on wheels, a small table, a wardrobe, and copious amounts of plants. There's a glow globe for each bed as well. The wardrobes provide space for the patient's personal items and also stores blankets, bed linens, and spare pillows. Each room also contains a rarity, an Atlantean sound sphere that is controlled by a master sphere located in a room in the attic.

The attic houses supply closets for rarely used equipment, the broadcast room for the sound sphere where news is read, stories told, and music played, and the offices of the head healer, quartermaster, and head of security. The basement houses the morgue, more supply storage, and a repair shop to fix broken equipment, gurneys, wheelchairs, crutches, and room furnishings. There's also a laundry in the basement.

The center of the building is open to the sky, a courtyard where ambulatory and semi-ambulatory patients get out in the fresh air. The temperature and environment of this space is controlled and kept free of germs and pathogens, and the temperature never varies from the range between 72° and 78° F. Benches line paths and gazebos in the courtyard. Food service for those healing and the staff is provided by a first floor cafeteria located in the southwest end of the building. Guests and visitors are referred to the pushcart vendors that tend to congregate around the doors (but are never allowed to block them).

Price Range

High to Costly. Healing isn't cheap, and costs what it costs to cast the spells along with supplies required to heal the person. Recuperation rooms cost 5gp/day, while home health care services cost 5sp/day.

Quality Range

Excellent to Superb.

Outstanding Items

If you want to get something healed, cured, repaired, or revived, this is the place to do it. Some may be as good, but there's no house of healing better.

Cash Box

A vault is located in the basement, with safe deposit boxes for each room and a secondary safe for the deposits of funds collected.

Occupants

The healing house is usually about 70% full, though in times of disaster it can reach 120% capacity or higher. The healers make a determination on a case by case basis to decide if a patient would do well in a double occupancy room or needs to be in a room alone for the health and safety of the patient and others. Rooms are also segregated by patient race, so half-orcs never room with anyone but their own kind, for example, which alleviates racial problems causing more wounding. Underground races are further segregated from their above ground cousins, so cave elves won't share a room with a sylvan elf, for example.

Staff

The Grandmaster Healer, twenty master healers, forty journeyman healers, eighty apprentice healers, and around one hundred support staff work in two shifts. There's also two broadcast masters with two journeymen and four apprentices each, the quartermaster, head of security, assistant quartermaster, lieutenant of security, and a cooking and serving staff of about fifty. (Houses of healing can get to the point where they have a lot of staff)

Customers

Between ten and fifty customers with minor injuries will be in the big intake rooms during normal times, while in times of conflict the numbers may be doubled or even tripled. Roll D%+20 to determine how full the house is right now. Then roll D% to determine how many of the occupied rooms have two occupants.

Loiterers

Anywhere between fifty and three hundred visitors, interested parties, and other random folk will be present in the four rooms or around the pushcarts outside.

NPC Encounters

Almost anyone may show up here at any point in time.

Special Options

Costs for healing spells are per the *AD&D Dungeonmasters Guide* (DMG). Use triple the price for a normal moderate inn stay in the area where the Brandywine house is located for minor injuries, and five times that amount for more severe problems. Use either single or double occupancy room rates as applicable. Food and bathing aren't included, so use the normal meal prices from the *DMG* for food relevant to the patient's social status. Don't forget laundry service, which is also as standard, though of much better quality. Ditto for baths, though baths are mandatory at least every three days.

The Brandywine Houses are the major name on Talas in every nation save Sitzycoatl. They're also rare in Wulfshiem and uncommon in Nymphia, but still present. They also account for the largest contingent of halflings in Cadynvale, and the organization claims to have houses in Atlantis. Though called a house of healing, these places are, in effect, hospitals. They're also a major training source for healers, and places without a house of Brandywine send recruiters to get new masters to move to their village or town. This is a typical Brandywine House location, as the organization builds for consistency to minimize confusion when healers have to help out in another location. Rules and standards are also standardized across all locations.

If the campaign doesn't use the healer class from either The Dragon or other sources, then these healers are all clerics devoted to a healing god like Brigit, Aescepelus, Inanna, etc. In all other ways they're the same.

There are several levels of healers/clerics working in the building. Apprentices are of level 1-3, while journeymen are level 4-8, and masters are 9th level and above. Guards and orderlies are most often first to third level fighters, with a small number of higher level, always either guard captains or head orderlies. Use NPC's from the Rogue's Gallery supplement or from other sources or create your own.

Because of the nature of the work healing is always at maximum possible healing value. The healers use all of the expanded healing spell list from *&Magazine* Issue 4, and there are some psionic healers (if you use psionics in your campaign) who will cell adjust as well.

On rare occasions or by request from a powerful figure (local nobility, city mayor, royals, clergy, etc.) the house may supply a healer for use with an important adventurers' party. This healer will be level similar to the party members. The healer will not participate in combat unless directly threatened, and some followers of certain gods will also try to heal downed foes (the ones that hold all life sacred). The party is responsible for the life of the healer as part of the contract, and are also responsible for all raise dead or resurrection charges. The healer will take an equal share of the treasure, which is the property of the Brandywine House.

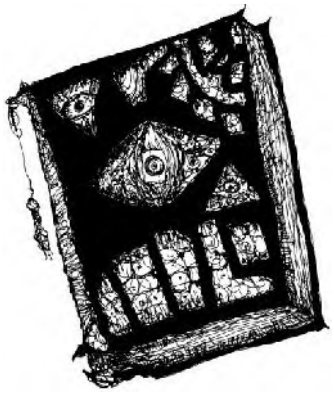
Plot Hooks

The party worked a foe over rather effectively, leaving him or her for dead. When they return to their employer the employer asks about a specific piece of information he or she desired from the target, and the party, having never heard word one about this, of course didn't get it. The victim is now in a Brandywine House getting healed up, and the employer tells the party they must get in there and find out the tidbit and also convince the recovering foe that going to the authorities to report them would be a very bad idea.

One of the party winds up in a Brandywine House after a particularly nasty conflict. The healers have no knowledge about where the rest of the person's party is, or if they survived. There are a few clues stuffed into the sack of coins dropped off with the party member (and the coins will just about cover the cost of healing) so someone wanted the current invalid to use this information to locate his or her compatriots.

After a nasty raid by orcs, goblins, gnolls, or some other humanoid race the characters are taken to the Brandywine House and stitched up as a reward for their valiant defense of the town. One of them suggests that when they get out of there they should team up and go deal with that tribe in their lair so their relatives won't have to deal with stolen livestock, pillaged crops, and damaged homes.

A rival house of healing has heard word of a new healing technique at use in the Brandywine Houses. The party is hired to infiltrate the place and find out what's being done and how.



One Page Dungeon: Dungeon of Doom

by Michael Woodhead

A 1st Level AD&D 2nd Edition Adventure

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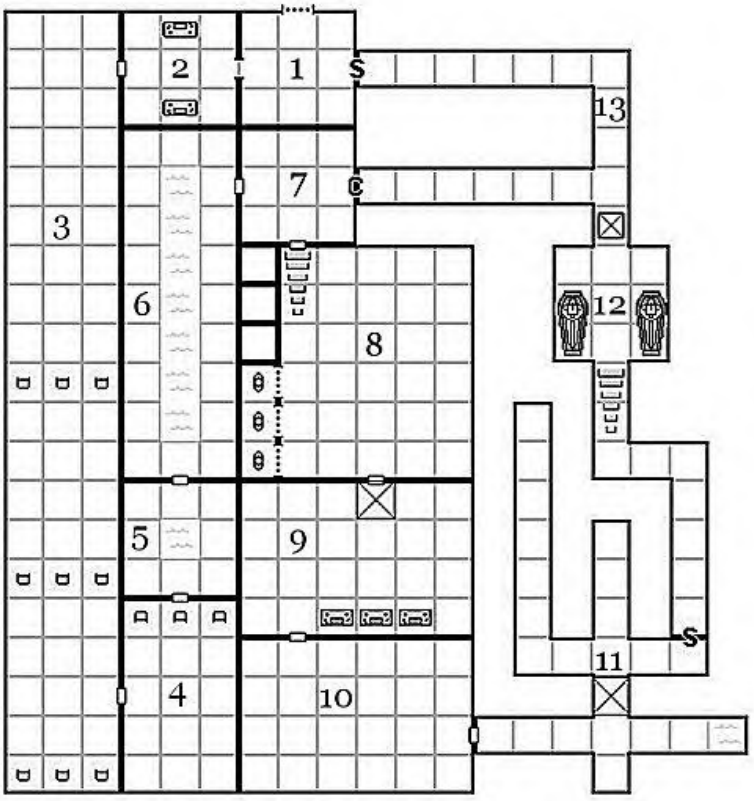


KEY:
C = concealed door
S = secret door
X = trap
(Map created with Dungeon Maker)

Wandering Monsters (1d8)

(Teleported in by Arkimedes)

1 - 1 giant beetle	5 - 2d10 giant spiders
2 - 2d12 centipedes	6 - 1 giant scorpion
3 - 1d4 fungi	7 - 2d20 giant ants
4 - 1d10 giant rats	8 - 1d4 giant worms

DM Information

Ravaged by a debilitating illness, a half-mad wizard named Arkimedes can only remember how to teleport, and has created what he likes to call the Dungeon of Doom. He challenges various adventurers passing through to complete the obstacle course he's created in return for wealthy prizes. However, what starts out as a simple test of the PCs' skills soon turns into a competition that could very well lead to their deaths.

Goal:

The primary goal of the PCs is to escape from the Dungeon of Doom alive.

Note: the game is predicated on the fact that the PCs will accept the offer to take the obstacle course. If they refuse, the portcullis at the entrance will slam shut and automatically lock. Arkimedes proclaims, "Then you'll never get out of here alive!", and then teleports away. He sends wandering monsters to each room the PCs subsequently enter in their quest to escape.

1. Entrance [15x15 feet; open portcullis north; locked secret stone door east; open wooden door west] A sign on the south wall reads, "Are You Really As Good As You Think You Are? Then, It's Time To TEST YOUR METTLE! Challenge Your Teammates, Challenge Yourself, Human or Gnome, Halfling or Elf, Dwarf or Half-Elven, No Matter Your Race, Meet All the Challenges and Win or Lose Face. Prizes for the winners"

2. Room [15x15 feet; open wooden door east; closed wooden door west; stone tables north and south] Arkimedes welcomes the PCs and encourages them to participate in the Test Your Mettle challenge, especially with the 1,000 GP prize money at stake. If the PCs agree, he motions them to go through the west door.

3. Archery Contest [15x100 feet; targets at 50, 75, and 100 feet; open wooden door southeast] Bows and arrows lie

ready to be used. Each PC has three arrows, one for each target: 1st Target AC 9, 2nd Target AC 5, 3rd Target AC 1. If there is a tie, three more arrows will appear for each PC, and the AC of each target will improve by 2 points, e.g., AC9 becomes AC7. Prize: **Longbow +1**

4. Axe-Throwing Contest [15x25 feet; unlocked wooden door north; targets at 25 feet] Target AC 7 Prize: **Hand Axe of Hurling +1**

5. Hold Yer Breath Contest [15x15 feet; 5 x 10 foot deep pool in center] A **Gem of Healing** (+2 to Hit Points when held) glitters at the bottom. PCs try to reach it without disturbing an electric eel. PC gets one chance and must make a successful Constitution check (4d6) or else the eel attacks.

6. Swimming Contest [15x45 feet; long pool--5x35 feet, 10 feet deep] See AD&D 2E PH 120-121 Prize: **Helm of Underwater Action**

7. Mirror Room [15x15 feet; mirror on east wall; concealed stone door east behind mirror] Upon entering, PCs will see themselves reflected in a **Mirror of Opposition**. The images then become doppelgangers who step out of the mirror. The PCs must virtually fight themselves with whatever weapons are available, or grapple hand-to-hand if none are carried. If any PC is beaten, he is sucked into the mirror and the doppelganger takes his place (played by the PC). However, the doppelganger becomes a mirror image of the original PC--for example, if the PC is right-handed, he now becomes left-handed.

8. Pit Of Peril [30x30 feet; 10 feet down stairs from north door; 3 cages southwest; trapped wooden door south] Stepping on the square at the bottom of the stairs releases 2d4 rats from one of the cages. After one round, 2d4 goblins are released, and after a further round, 2d4 orcs are released from the cages. The creatures attack the PCs.

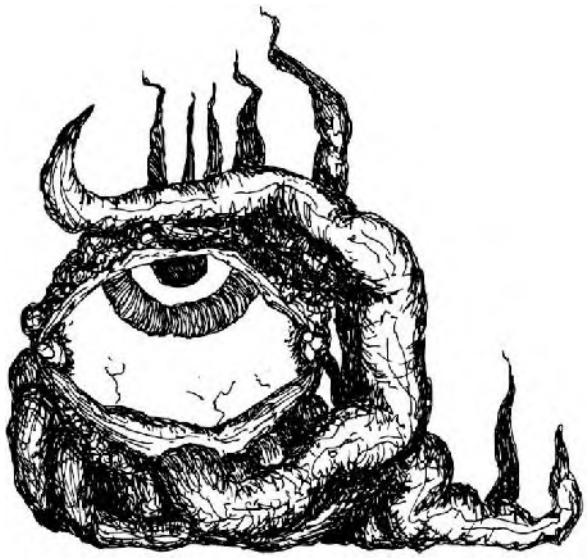
9. Treasure Room [20x30 feet; pile of treasure along south wall; wooden door north; locked wooden door south; 5x10 foot drop pit trap in front of door] PCs peering through the door from the Pit of Peril will see the south wall lined with various treasures (DM's choice of what kind and how much). Within the pile of treasure will be two identical chests--one real, the other, a Mimic. First PC into the room will trigger a pit trap 10 feet deep with spikes on the bottom, which causes 2d6 damage.

10. Room [20x30 feet; wooden door north; stone door east; empty] Check for wandering monster(s) before PCs enter

11. Corridors [5 feet wide] As soon as PCs are through the door, it slams shut behind them. Water begins pouring it from the end of the corridor. In the water are 2d6 leeches which attach themselves to 1d4 randomly-chosen PCs. A trigger just south of the trap opens up a pit. Any PC sliding into the pit will become entangled in strangleweed. Check for wandering monsters.

12. Room [15x15 feet; two sarcophagi, east and west] Stairs lead up to this room. If the PCs open the sarcophagi, they will find two giant centipedes in one of them. They attack the PCs

13. Corridors [5 feet wide] Check for Wandering Monsters. Stepping on the trap releases noxious fumes for 1d8 turns, make Con check (4d6) each round or lose 1 point each of Co and Dex. Lost points recover at a rate of 1 point/turn, beginning after 1 full turn of rest.



Hex Crawls

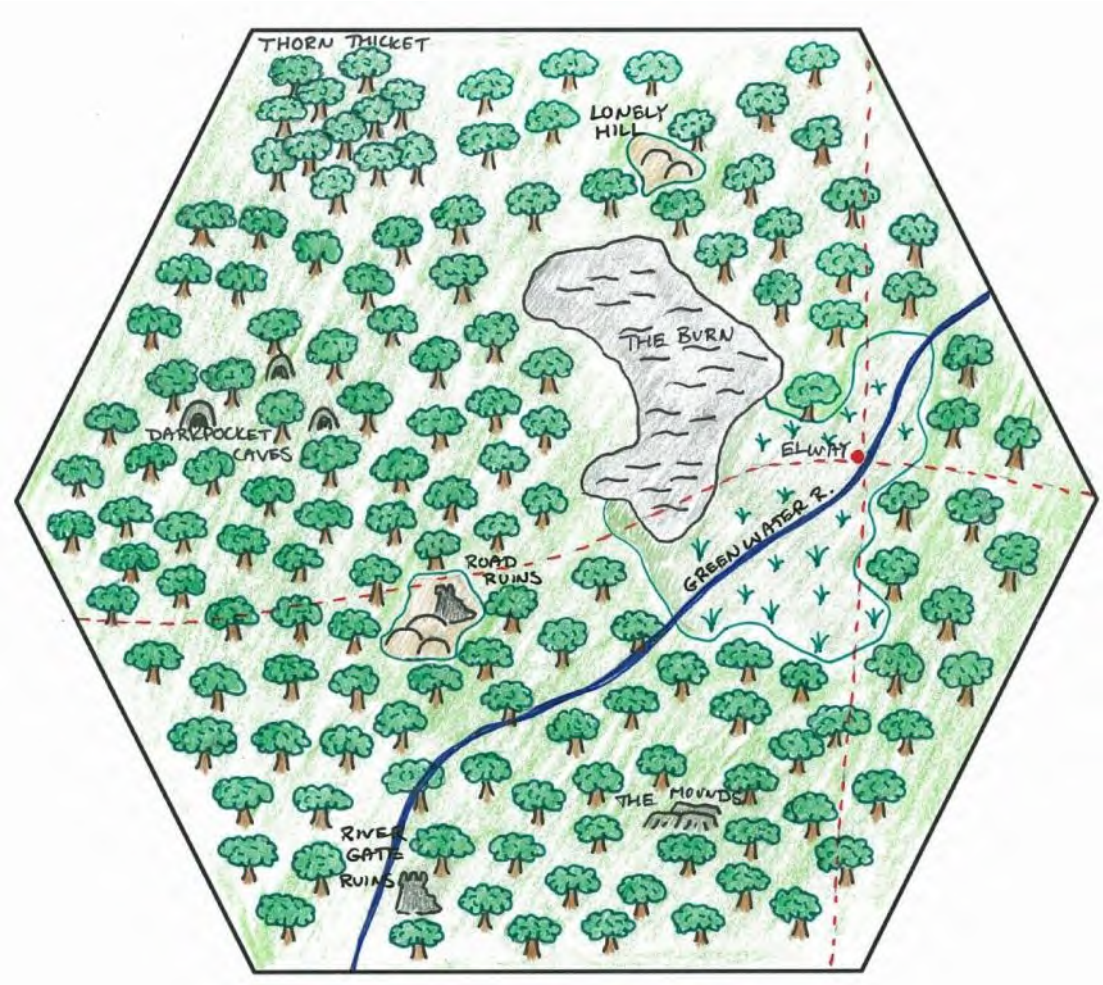
by Andrew Hamilton

What is a "hex crawl"? It is a section of terrain, a hexogonal area 24 miles (38.6 km) across. Taken from the author's campaign world, each hex crawl is fleshed out to give a dungeon master a starting point. Climate, topography, flora, fauna, inhabitants, and features of interest are noted.

What isn't included? NPCs, monsters, encounters. Each hex has background fleshed out, giving the DM a place to start and (hopefully) some inspiration to produce scenarios that fit their world view far better than someone else's generic encounter.

scale: 24 mile hex

Elway and The Burn Region



Climate

The climate is temperate, with deep snows in the winter, rains in the late spring and early summer and a dry autumn. The elevation is 3,000' to 3,200' above sea level (higher in the east and north).

Terrain/ Topography

The Elway region is generally level, with small creeks and streams wandering through the forest, draining into the River White. The lands immediately around Elway have been cleared, and the farmers are slowly expanding the land under cultivations (expanding to the south and east, away from The Burn).

Flora

The forests in the Elway region are deciduous hardwoods. Oak dominates the forest, although a mix of aspen, maple and ash are also scattered about. Birch, willow and alders can be found in poorly drained low-lands. The Burn is nothing other than an expanse of ash; a few hardy weeds are scattered about (primarily fireweed and blackthistle) but even these weeds are scrawny.

Fauna

The forests have a large deer and boar population. A few elk and moose also move through the region; and wolf packs follow the herd animals. An occasional bear

wanders through the region, and mountain lions have been seen in the area.

More dangerous wildlife includes infrequent sightings of owlbears, stirges (a nuisance and threat to livestock), and ettercap. A hydra was encountered (and killed) many years back, and strange snake men attacked a caravan about four years ago (but they have not been seen since).

Land Use

There is intensely cultivated farmland near Elway itself, and the land is fertile with deep, well drained soils. The farmers are slowly expanding into the forest, which covers the rest of the region. The forest is used for timber, firewood, hunting game, and gathering food (nuts, berries and truffles).

Inhabitants

Humans are the only organized race in the region, although bugbears have been fought a few times, and lizard men come and go. There might be an organized race (or races) in the Darkpocket Caves, but if there is, they have little interaction with the surface world.

Communities & Economy

The only community in the region is Elway (population 810), a cross-roads with travelers coming from the west, east, north and south. Elway is primarily agricultural, producing a surplus of vegetables and grains, as well as dairy products. This surplus is traded to merchants who bring other goods that aren't produced locally.

Features of Note

The Burn – this burned over forest has refused to regrow for over a century. Travelers still claim to see flickering flames, smoke and figures moving in the distance. A few expeditions led by druids have failed to return from The Burn; common folk avoid the place.

Road Ruins – formerly an old watch tower, this is used by some travelers to camp, and it is not uncommon to find other travelers here. The ruins have been explored, and there is no treasure or traps in the upper levels (although bandits and thieves sometimes lurk here). No one has reported finding a dungeon level; although there are rumors of other ruined buildings, or even a village, overgrown by the forest, less than a mile distant (most searchers fail to find anything).

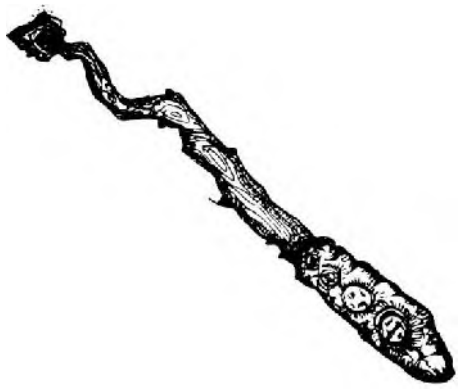
River Gate Ruins – treated with suspicion by river travelers, these ruins are partially collapsed river gate. The remains of large towers stand on each bank, and a wall and grate stand as a barrier across the river. While the wall and sluice have toppled, they now form dangerous rapids, and many river travelers choose to portage rather than risk the whitewater. Bandits and other dangerous creatures have used the ruins as a base and point of ambush in the past.

Thorn Thicket – this stand of thick brambles and thorns is a suspected faerie home and faerie mound; certainly more than just the thorns and brambles make travel here difficult. Even seasoned woodsmen get turned around and lost here.

Darkpocket Caves – These caves are home to all kinds of nasty creatures; adventurers have reported encountering monsters with hooks instead of hands, troglodytes, lizards, jelly like creatures with scores of mouths, and even stranger ilk. The caves seem to have a connection to even deeper regions, for no matter how many monsters are slain, there seems to be no end to their number.

The Mounds – believed to be burial barrows, these are actually the remains of an evil temple and fortress that was leveled by earth elementals. The druids avoid the ruins, believing something unnatural remains trapped underneath the earth. Trees refuse to grow on the mounds, and there are tales of strange green mists rising from the earth.

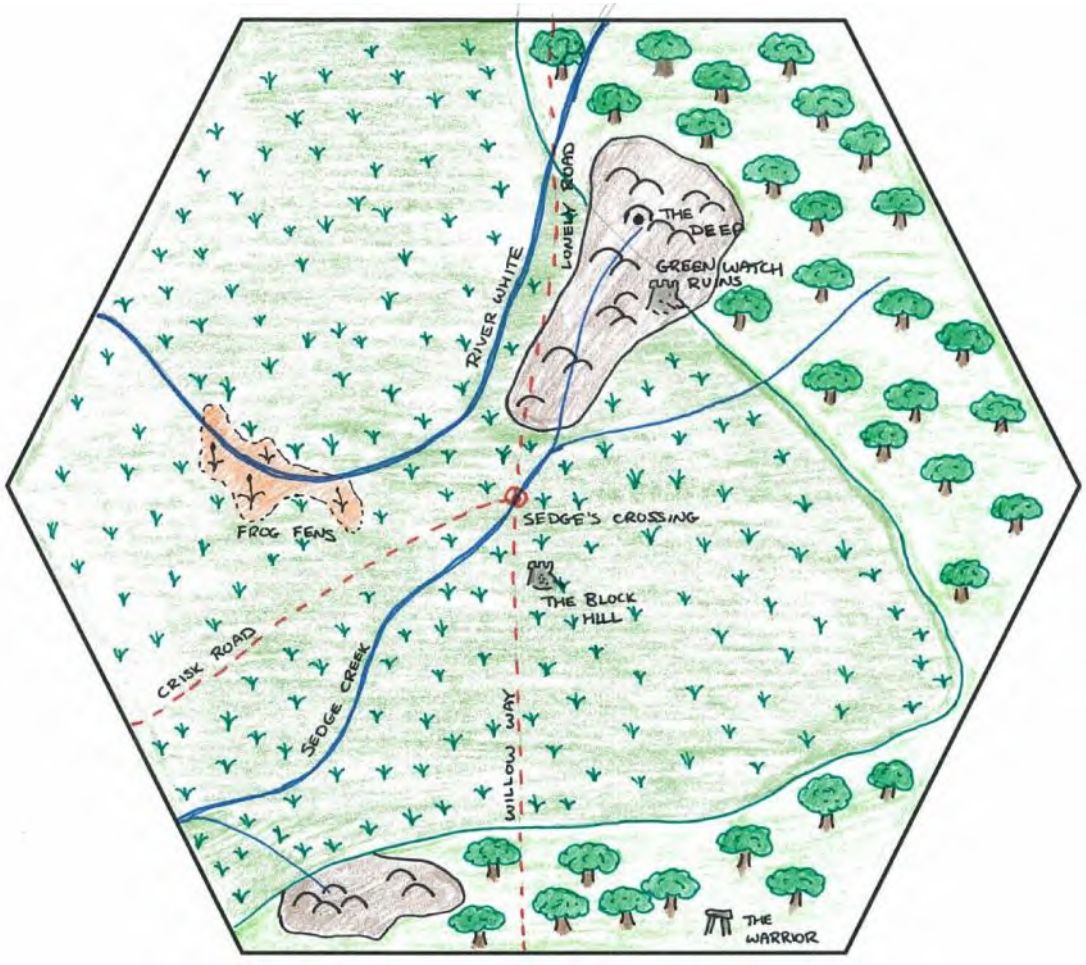
The Lonely Hill – tainted with the effects of centuries of evil rites, this location was once used by an evil priesthood as a place to conduct human sacrifices. There is no shortage of rumors about the Lonely Hill. Some claim that it is haunted by ghosts, or the spirit of a young woman betrayed by a priest she thought loved her. Other rumors claim werewolves gather here on the full moon, before rampaging across the countryside killing everything they encounter.



Sedge's Crossing Region

Climate

Temperate, with deep snows in the winter, rains in the late spring and early summer and a dry autumn. The eastern forests are 2,900 to 3,000 feet above sea level, while the Green Grass Fields are 2,800 to 2,900 feet above sea level, with less than 50' of elevation loss across the region.



Terrain/ Topography

One major river flows through the Sedge's Crossing region as well, the River White. Sedge Creek is a smaller river, although it is important to the community of Sedge's Crossing. The Frog Fens are low lying swamps along the River White. The River maintains a distinct channel through the Fens, but the land for about a four mile stretch along the banks is low and flooded a half mile to a mile back, making for a fairly large swamp.

The Green Grass Fields are level, with little relief. This lack of significant grade means that the rivers and water courses that cross the Fields flow sluggishly, and spring flooding is not uncommon as the channels are shallow and easily dammed by ice or debris.

The River White is about 60' wide in this region, with a depth of 10 to 15 feet in the centre. Sedge's Creek is smaller, 40' wide at its widest, and up to 10 or 12 feet deep in spots (although it averages 4 to 7 feet deep).

Flora

The Green Grass Fields are prairie, primarily grasses and forbs, with some low shrubs. The constant grazing (by cattle, sheep, and bison) seems to keep all the shrubs except for the patches of thorn cotton. The thorn cotton is kept in check by the shepherds (who are happy to harvest the cotton, before cutting the shrubs back to the roots).

Willow is common along the river banks, and the bison and other herd animals will graze on willow shoots. Willow, bog birch, some stunted tamarack, as well as tall grass and bull rushes are common in the Frog Fens.

The forests here are primarily hardwood, and the hills are also forested, although the trees do not grow as large on the hills as in the low lying forests, particularly on south exposures.

Fauna

Large herds of bison roam the Green Grass Fields, although the shepherds and ranchers of Sedge's Crossing try to drive away the bison and conserve the grass for their livestock. Deer are found in the forests, and a few elk or boar are also encountered.

The Frog Fens are home to giant frogs, hence the name. In addition to the frogs, giant leeches, insects, a few monstrously large catfish and even giant turtles and

crayfish have been encountered here. In some places the fens get up to 40 feet deep, providing more than enough refuge for monsters of all types.

Land Use

The region immediately around Sedge's Crossing (a 2 to 3 mile radius) is partially cultivated, and clusters of small farms are scattered across the countryside. The Golden Grass Plains are used by the residents of Sedge's Crossing as range land, and throughout the spring, summer and early autumn herds of cattle, sheep and goats will be found grazing here.

Inhabitants

Other than the human residents of Sedge's Crossing, and the merchants that travel south to Willow Flats, north to Elway or west to Criskford, a few gnolls have been known to wander through the region (normally wandering in from the east).

In years past, both lizard men and bullywug raiders were encountered near the Frog Fens, but these encounters were infrequent and neither race seems to have established a large, permanent community. Adventurers hunted down and eliminated these raiders, and neither race has been encountered for a decade or more.

Communities & Economy

Sedge's Crossing is the only community in the region, with a population of just over 800 people. The economy of the region is entirely agricultural, farming and ranching. The surplus is shipped north to Elway on the Lonely Road. The road east to Criskford sees little use. The caravans that travel south to Willow Flats are carrying goods from abroad, as Willow Flats produces enough to feed itself.

Features of Note

The Deep (Cave) – this cave is known to have many branches and passages, a few connect to large shafts that descend deep into the earth. Many adventurers have explored these caves, some disappear, others return with tales of giant bats, spiders, and strange creatures that have crawled up from the subterranean depths.

The Green Watch Ruins – this small crumbled shell keep is sited on a ridge that looks out into the forest; it was obviously once a watch station but what it watched over is lost to time. Over the years bandits, gnolls, and even an evil cult have taken residence here, until adventurers or mercenaries drove them out. There are some tunnels under the keep, but the actual extent of these tunnels is greatly disputed.

Frog Fens – these fens are home to many dangerous creatures, and many a reckless young warrior has traveled here to "hunt monsters" to make a name for them self. The usual tall tales about sunken fortresses, temples to frog gods, and hidden treasures are told about the Frog Fens, but no reliable evidence of such ruins or dungeons exists (which has never stopped adventurers).

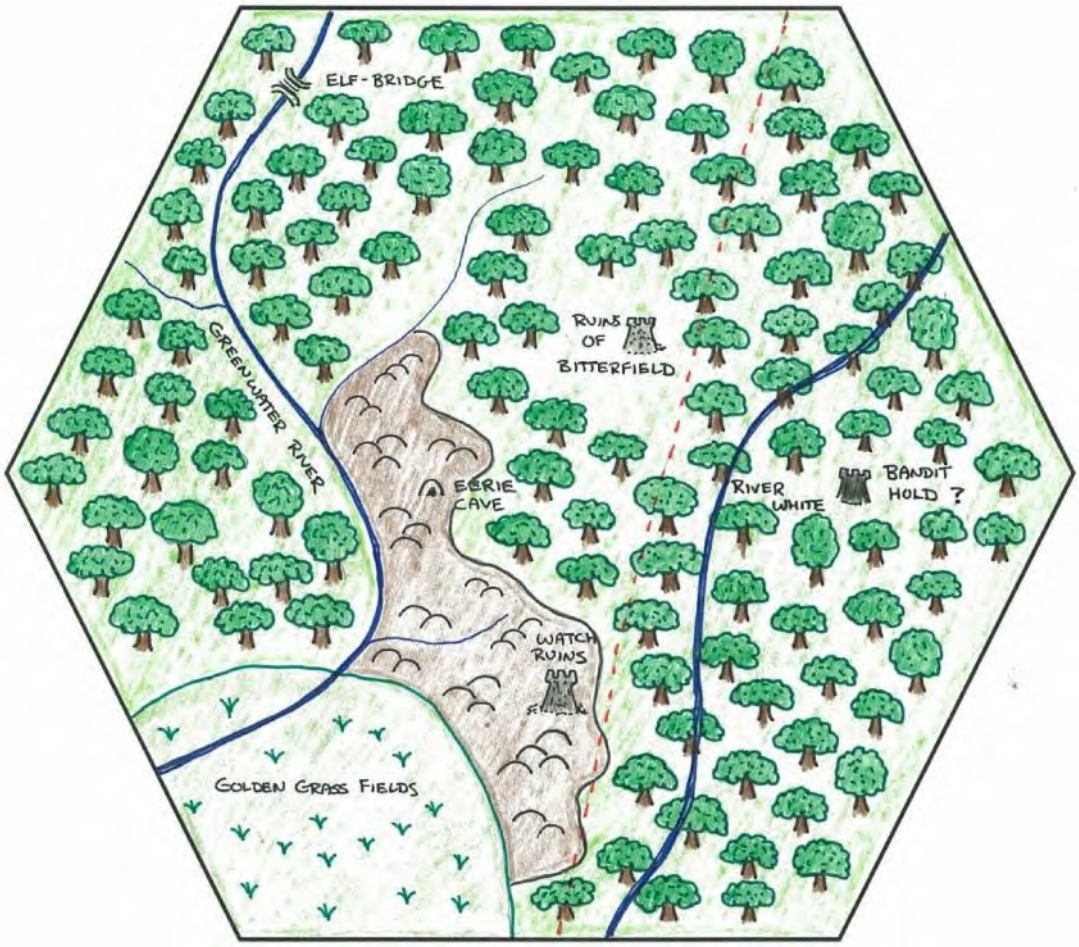
Block Hill – this "hill" is a most likely manmade, as it is perfectly circular, 100' in diameter and rising 20' above the surrounding land. A foundation can be seen through the tall grass (along with a staircase that descends down into cellars). The hill derives its name from the stone blocks (all 2' by 2' by 2') that are scattered about and around the hill. It appears as if a tower was taken down stone by stone, and the stones tossed aside. Being so close to the village of Sedge's Crossing, the cellar has been explored by countless teenage boys. Of course, rumors persist of doors that can't be opened, as well as doors that only appear in the moonlight (which seems silly for a door that would never be exposed to the moon, but many rumors are silly).

The Warrior – a statue of gleaming white stone, this 24' tall statue depicts an elven warrior with a sword and shield (although the sword is broken at the cross piece). A few efforts have been made to deface the statue, and the face bears several deep gouges. The pedestal has been severely damaged, as if someone was destroying glyphs or ruins. The warrior seems to be on guard, and several sages or self-proclaimed experts have speculated that the statue was erected as a warning or magical guardians of something. Occasionally a band of elves will journey to the statue, but they seem to know no more if its history or significance than the humans do.

The Lonely Road

Climate

Temperate, with deep snows in the winter, rains in the late spring and early summer and a dry autumn.



Terrain/ Topography

This region is named for the long, lonely stretch of the North Road that passes through the wilderness, although travelers between Elway and Sedge's Crossing refer to this as The Lonely Road. Two major rivers flow through the Lonely Road region as well, the Greenwater River and the River White. This land is quite flat, sloping from 3,000' elevation along the northern edge to 2,900' along the southern edge. The Porcupine Hills rise to 3,800'at their highest, creating a ridge that separates the two watersheds.

The Porcupine Hills have shallow soil, shallow bedrock, and are much more arid than the surrounding lands. The Golden Grass Plains are a large flood plain, with thick silty soil that supports a medium grass prairie.

Flora

The forests hare are primarily hardwood, although north facing slopes have stands of spruce and pine. The river valleys are open aspen parkland, with large aspen and poplar reaching skyward and open ground between them. Willow is common along the river banks. Away from the valleys, ash, maple, oak and birch are the dominant species.

The Porcupine Hills have stunted and wiry vegetation, tough grasses and gnarled pines, thorn bushes and similar vegetation that can survive on the shallow, stony and arid soils. The Golden Grass Fields are tall grass prairie, more of a meadow, with tall grasses, forbs and very few shrubs. The vegetation has created a thick sod layer here.

Fauna

Large herds of bison are common, grazing in the Golden Grass Fields, and into the Porcupine Hills and forests. A few packs of wolves and a pride of lions hunt the bison (the wolves are massive and fast, 3+3 HD, 18" movement, and +2 damage); although they sometimes wander south and come into conflict with the ranchers and herdsmen of Sedge's Crossing. Neither of these predators are averse to adding horse, mule or ox to their diet.

Not surprisingly, porcupines (both common and giant) are found along the Porcupine Hills, although they are more commonly encountered in the forests around the hills. Badgers (giant and common) are not uncommon, and raptors (eagles, owls and bloodhawks) are often seen aloft.

Wyverns are occasionally seen aloft; hunting the bison as well as deer and travelers along the Lonely Road.

Ankheg are found in the Golden Grass Fields, where they can tunnel through the deep soil and hunt bison.

Land Use

This land is wilderness, and past efforts to settle it have failed (as the ruins of Bitterfield silently attest). Some ranchers and herdsmen from Sedge's Crossing may allow their livestock to graze in the northern portions of the Green Grass Fields, but they will avoid the Porcupine Hills as poor and dangerous pasture.

Inhabitants

As banditry is not uncommon along the Lonely Road, it is believed that a small community of bandits (perhaps even led by the Bandit-King) must hide somewhere in the region. Otherwise, humanity has not established a lasting foothold here. Gnolls have been known to wander through the region and establish camps in the Porcupine Hills, and both bugbears and lizard men will wander through the river valleys; however none of these races have established permanent lairs or strong holds in the region.

Communities & Economy

The Lonely Road is a long stretch of road traversing wilderness; a community was once established here but it failed, and its ruins stand testament to the dangers of the region.

Features of Note

Bandit Fortress – while rumor places a bandit fortress or strong hold to the east of Bitterfield and the Lonely Road, there are no eyewitness accounts of such a feature.

Eerie Cave – this large cave is known for the odd, unsettling sounds that emanate from it when the wind blows. Many adventurers have explored these caves, fighting vermin, bandits, lizard men and other creatures. Some treasure has been found in the cave, some adventurers have failed to return, but no fortunes have been made here.

Elf Bridge – this bridge is made from living trees, pruned and trained to create a living bridge over the water. A massive oak (50' diameter and 190' in height) has been turned into a living tower with 4 floors (and perhaps unexplored cellars). Many different occupants have resided here over the centuries, including druids, elves, bandits, and an odd hermit. These days a band of river trolls (scrags) lair here, hunting giant frogs, giant crayfish, and human explorers.

Ruins of Bitterfield – once a village of over 400 souls, this community suffered from bandit attacks, and in one particularly harsh winter three decades ago all of the residents perished (for reasons never determined). No one was willing to re-establish the community, and the buildings have collapsed; the fields taken over by weeds and small trees. The ruins are avoided by travelers, as strange things happen here, and explorers have been known to go missing whilst poking about.

Watch Ruins – this ruined tower is on a butte overlooking the Lonely Road; it seems to be a vermin magnet and many a young adventuring party has started their career by hunting giant rats, spiders, beetles, slimes and similar creatures in the tower and the tunnels beneath it. There always seem to be silver and gold to recover; although not all the young adventurers who try their luck here return.

The North Davendowns Region

Climate

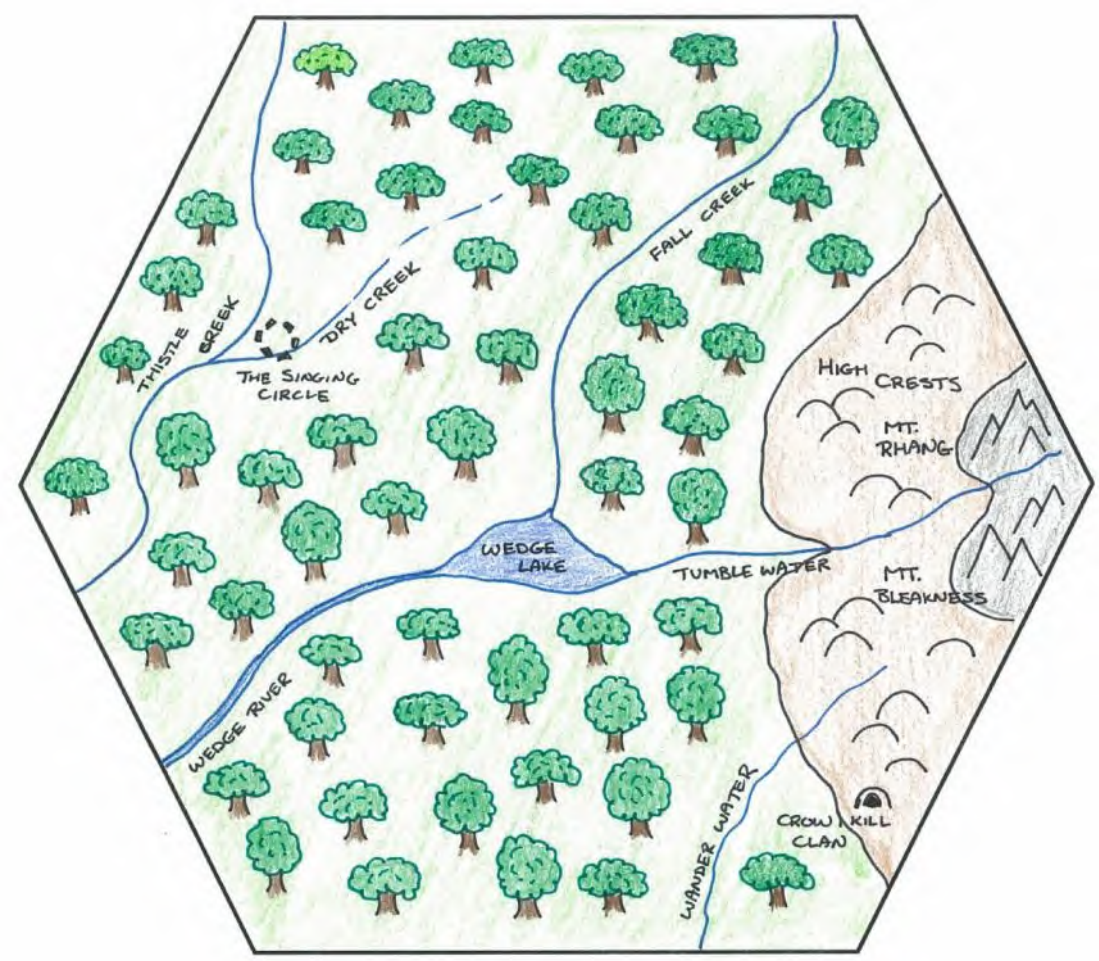
Temperate, with deep snows in the winter, rains in the late spring and early summer and a dry autumn. The winter snows and rains are heavier along the foothills

Terrain/Topography

Two creeks (Fall Creek, which is 30' wide and 10 to 12' deep at its deepest, averaging 7' deep) and the Tumblewater (which is also 30' wide, and 10 to 15' deep, averaging 7 to 8' deep) feed into Wedge Lake. Wedge Lake is about 3 miles long and just over a mile wide at its widest, shaped like a triangle. It is over 200' deep at its deepest, with steep banks and bottom. It is drained by the Wedge River (approximately 30 to 40' wide and 10 to 15' deep).

There are three other major watercourses in the region. One is Thistle Creek (30' wide and 10 to 15' deep) which flows into the region from the north, flowing south toward the Wedge River. Dry Creek is a wide (40') and

shallow (5') creek bed, primarily gravel and some larger boulders, and the headwaters seem to be a small hill face. During the spring and after heavy rains, the creek runs with water, but it runs dry during the summer and fall – although there will be strange occurrences where the river runs with torrents of water. These events are not associated with rainstorms, and are a complete mystery. The last major water course is the Wanderwater, which flows south from the Highcrests. This small river is 20 to 25' wide and 5' deep, with clear water and a gravel bottom.



Flora

The forests here are primarily hardwood (oak, maple, aspen and some birch). The forest transitions to a coniferous forest (primarily spruce) in the higher foothills and below the tree-line in the mountains. The exposed hill tops and south facing slopes of the foothills most often have stunted trees and shrubs growing on them, and vegetation is thicker in the bottom of the gulleys than on the hill tops or faces.

Fauna

Deer, elk, moose, wolves, and mountain lions can be found in the forests. Elk are increasingly common in the foothills and mountain valleys, and bighorn sheep and mountain goats can be found in the mountains. Bears (black, grizzly and cave bears) can be found in the mountains as well, although they have been known to follow rivers and other watercourses into the foothills and forests in search of food. Game animals are very rare in a 2 mile vicinity of the gnoll stronghold, and rare within a 10 mile radius.

Land Use

This region is wilderness; no roads traverse it, and only a few trails used infrequently by hunters make their way through the region.

Inhabitants

There are no permanent human or demi-human communities or civilized inhabitants in this region. However, a large gnoll tribe has established a permanent stronghold in the eastern foothills (described below under the Crow Kill Clan description). Gnoll hunting parties and war bands are a common encounter in this region.

Communities and Economy

The only "community" is the gnoll stronghold, and their economy is based on hunting and raiding, not on producing anything.

Features of Note

Mount Bleakness – this mountain is barren, even below the tree-line, giving it a desolate, forbidding appearance. Many explorers, including dwarf prospectors, claim that this mountain is haunted, and that the spirits of the dead roam the mountain slopes at night. No one is clear as to whom the dead are, or why they were on the mountain, but stories of all types are told. The armies of two rival wizards clashed and died here; an army of the Man Kings fought here and fell trying to prevent some evil from coming out of the mountain; a dwarf hold was invaded and scoured by humanoids, etc. Several adventuring parties have explored this mountain; few have returned.

Crow Kill Clan – this gnoll tribe has established a large stronghold on the ruins of a dwarven mining outpost and expanded the surface fortifications in a combination wooden palisade and stone walls. The tribe is huge, numbering over 600 male warriors, ruled by King Gry-yih-ip, The Crow Killer. The clan took its name from the gnoll shaman that united two clans several generations ago, Crow Kill, a vicious gnoll and dedicated worshipper of Yeenoughu who decorated himself with crow feathers and crow skulls, and may still be present in the stronghold as an undead pseudo-lich or ghoul of some type. These gnolls often raid dwarf holds in the mountains, and will assemble a large warband every few years to raid the human communities to the west. The various reprisals launched by the dwarves and humans have been unsuccessful.

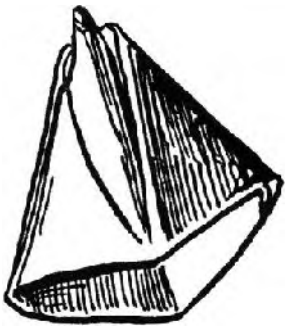
The Singing Circle – a faerie circle, these seventeen "standing stones" are actually quite low, none standing more than 3' high, more like benches than monoliths. This seems to be a location where mortals can cross over to the faerie realm, and that fae creatures can pass to the mortal realm. Generally this area is peaceful, but occasional travelers have reported having encounters with pixies and sprites (annoying, but generally harmless), satyrs, and giant spiders able to speak and cause victims to fall asleep (a most deadly encounter).

Highcrests (Hills) – These hills are dangerous territory, as gnoll hunting parties are constantly prowling through the area looking for meat for the cook fire. In addition, predators will occasionally make their way down from the mountains. These include wolves, great cats and more dangerous creatures like wyverns, trolls, giants, and even the occasional dragon.

Dry Creek – the source of the unpredictable torrential flash floods known to rage down Dry Creek is a mystery, and repeated investigations have failed to provide answers. Various theories abound, the favorite being associated in some way with the presence of a gate to the Elemental Plane of Water.

Rondall's Hat of Distraction

Usable by thief, Illusionist



The **Hat of Distraction** is a narrow pointed cap that fits snugly to the head. It radiates no magic, and if a detect magic is used it will show nothing. Up to twice a day the hat will cause all in a 3" radius to look away from the wearer for 1 round. Attacks against the wearer will be at -4 for the duration of that round, and the wearer may move away at charging speed for the full round unseen.

GP value 15,000; XP value 2,000.

by Ian Slater

LyrrTashun's Magpie Nest

Usable by thief

The **Magpie Nest** appears to be a small ball of knotted rope, about the size of a large softball. When the command word is spoken the rope untangles itself into a "hammock" large enough to hold 2 people and all their gear in a semi-rigid enclosed mesh. The mesh is waterproof, will keep the users comfortable in all but extreme temperatures, and will blend in to its environment to be 75% undetectable to natural investigation, and 50% undetectable to magic. The nest can be secured to any surface, vertical or horizontal, and it is most advantageously used in the upper reaches of a tall tree or attached to an inaccessible roof or spire on a castle. The nest will work for up to 12 hours straight in a 24 hour period. It is AC 9 and can take 20 hp damage. Regular damage will repair at the rate of 1 hp per week it is not used. If it takes a full 20 hp damage it will be destroyed beyond repair.

GP value 20,000; XP value 2,000.

For Further Reading

by Ron Redmond

Random City/Town Generators:

http://www.wizardawn.com/rpg/index.php

http://donjon.bin.sh/

Forums:

Dragonsfoot: http://www.dragonsfoot.org/forums/viewtopic.php?f=15&t=32388

Reddit: http://www.reddit.com/r/DnD/comments/1h9ch1/

EN World Threads:

http://www.enworld.org/forum/showthread.php?211771-Urban-Adventure-Ideas

http://www.enworld.org/forum/showthread.php?195659-Good-Short-Urban-Adventure-for-7th-9th-level

http://www.enworld.org/forum/showthread.php?56804-Best-urban-D-amp-D-adventure-new-or-old

http://forum.rpg.net/showthread.php?453226-Running-Urban-Adventures

Candlekeep forums: http://forum.candlekeep.com/topic.asp?TOPIC_ID=7582

Penny Arcade: http://forums.penny-arcade.com/discussion/85507/d-d-urban-campaign-ideas

Giant in the Playground: http://www.giantitp.com/forums/showthread.php?t=252610

Sites:

City Campaigns: http://www.dungeonmastering.com/gaming-life/the-secrets-of-great-city-campaigns

Urban modules and settings: http://www.dragonsfoot.org/fe/

150 Urban Encounters: http://www.roleplayingtips.com/readissue.php?number=299

Urban modules: http://www.story-games.com/forums/discussion/comment/395939

Urban Plots: http://www.complang.tuwien.ac.at/alex/Handbooks/WWWPlots/setting.html#Urban

Urban Assassin: http://tao-dnd.blogspot.com/2013/02/tuned-to-urban-assassins.html

Waterdeep: http://en.wikipedia.org/wiki/Waterdeep_(city)

Lankhmar: http://en.wikipedia.org/wiki/Lankhmar_%E2%80%93_City_of_Adventure

Dragon Magazine articles about urban adventuring:

Hints for D&D Judges Part I- Towns: Strategic Review #7 (OD&D)

Step-by-Step System For Urban Encounters: #37

Life in the Big City: #99

Creating Cities: #136

Venturing into the City: #228 (2E)

Urban Pests: Annual Vol. 3 (2E)

Cities Can Help Make Characters More 'Real': #37

Urban Blight Made Easy: #120

Building Blocks, City Style: #136

Living City: #254 (2E)

& Magazine on the Net

The *& Publishing Group* is active in these venues:

LinkedIn: http://www.linkedin.com/company/&-publishing-group?trk=prof-following-company-logo

Facebook: https://www.facebook.com/andpublishing

Google+: https://plus.google.com/u/0/b/117421612009560237481/117421612009560237481/posts

Twitter: @andmagPublishin

Tumblr: http://www.tumblr.com/blog/and-mag

Fans can get news of upcoming & publications at all of these, plus even more places:

Our forum on **OSRGaming** is always active! Most of the *&* staff members post regularly.

http://osrgaming.org/forums/viewforum.php?f=110

We have two threads on Dragonsfoot. The first is the Non-Dragonsfoot Publications, public service announcements of D&D publications not published through Dragonsfoot, where you can find news of many publications besides *& Magazine*! The second is our feedback thread.

http://www.dragonsfoot.org/forums/viewtopic.php?f=11&t=56145

http://www.dragonsfoot.org/forums/viewtopic.php?f=11&t=26003&p=1333624#p1333624

And you can find *&* news in a variety of other places!

FirstEditonDND Yahoo Group

http://games.groups.yahoo.com/group/FirstEditonDND/

Pen & Paper Games

http://www.penandpapergames.com/forums/showthread.php/23274-New-old-school-D-amp-D-magazine-free?p=181105

RPG.NET

http://forum.rpg.net/showthread.php?638167-New-old-school-D-amp-D-mag-f

USENET

rec.games.frp.dnd alt.games.adndfe rec.games.frp.misc

Looking for more D&D Resources? The Perilous Dreamer maintains *Ye Olde School Fan Magazines*, a list of D&D related magazines. This list is a thread on the Original D&D Discussion forum.

http://www.odd74.proboards.com/thread/5443/ye-olde-school-fan-magazines

Tread Softly

by Nicole Massey

Thoughts from the publisher

Wow, two years. Sometimes words just don't do it, and this is one of those times – the experience of publishing a magazine in a dynamic community changes you, and the changes have all been good. & is also past the second major stall point for fan magazines – a lot of them don't publish an eighth issue, and this is true for some professional publications as well. & is still here, and there's more coming, as the staff has mapped out the topics for next year and they're good ones – Spells and Spell Casters, Shape Changers, Player Character Races, Inns, Taverns and Way Stations, and Humanoids. The magazine is planning on being around a while.

So, on to this issue.

I've heard a lot of folks say that they don't know what to do with a party in a large village or city. As someone who bought The Free City of Haven back in my early gaming days, I have a long love of adventuring in cities. There's a lot of stuff you can do in them. I had a player in one games who complained every time we got out of the city, because he liked them so much. In this issue we'll provide some ideas and resources for urban adventures.

Some folks have asked me how I play and run games while blind. I've talked with other blind gamers about this. I can sum it up in one word – computers. I can't read Braille, as I spent too many years playing conga drums, a pursuit that tends to kill pressure sensitivity in the fingertips, and so my ability to sense subtle pressure differences like Braille dots was gone years before I lost my sight in 2003. I'm also a recovering computer geek, so it made sense for me to do a lot of stuff on the computer. I create characters in Excel and Word, use Excel for rolling dice, (look up the randbetween command) and use it to access the rule books as needed too. I have to OCR the rules or get OCR copies of them, and tables, long the popular data storage method for first edition AD&D, can get a bit confusing, but I manage.

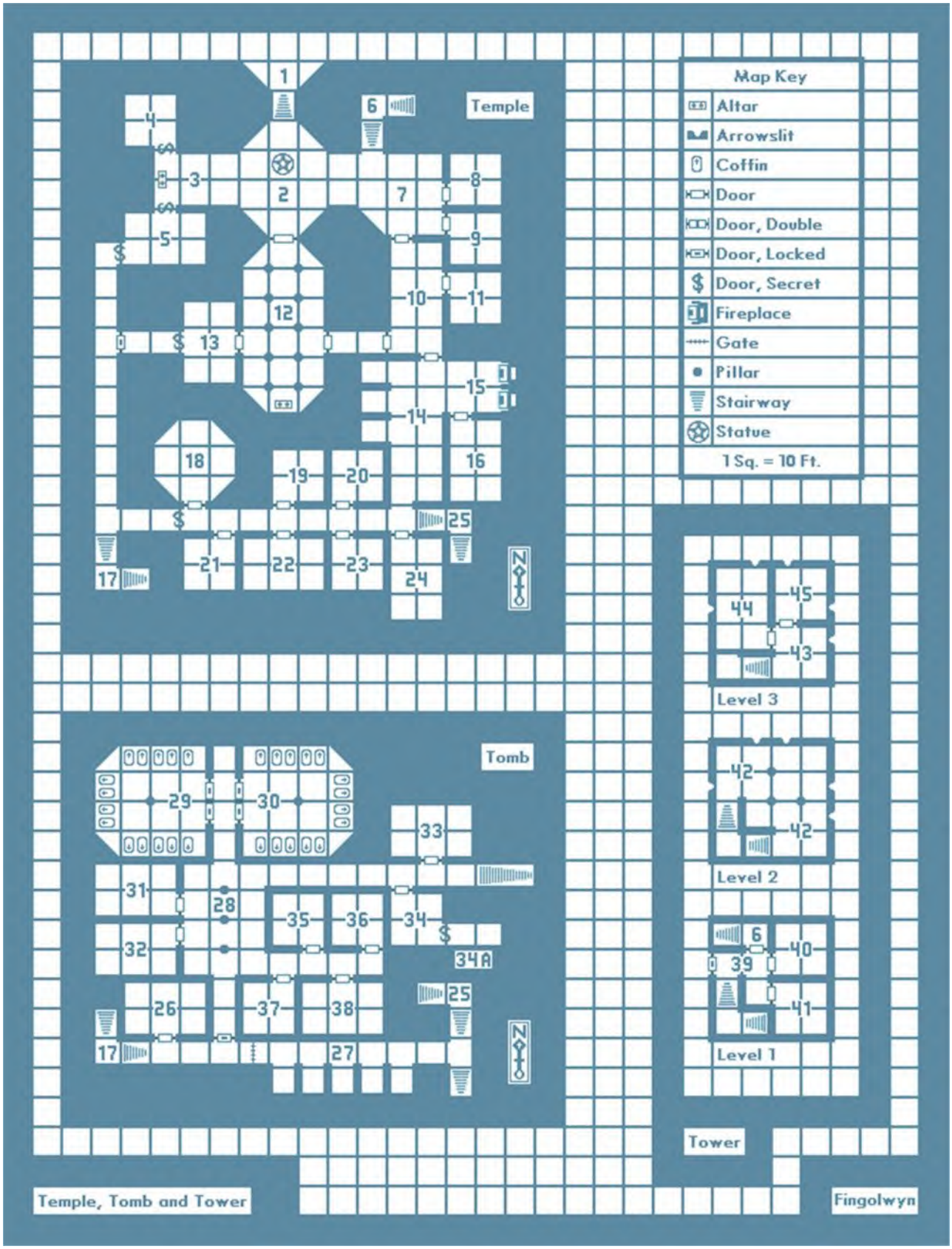
In gaming sessions as a player I roll dice just like anyone else, getting someone else to call out the numbers. I use the computer and a set of headphones for random numbers when refereeing a game. Maps are a pain, but if I take my time I can treat a page of an Excel spreadsheet as a grid of 10x10 squares, and careful navigation makes it possible for me to find where things are. I rely heavily on vlookup functions and mail merge to move things around from Excel to Word or another sheet of Excel. (I have all of the non-OA spells in Excel, for instance)

And of course we use our computers to produce this magazine. In a conversation with a friend a while back he mentioned that doing what we do for almost nothing these days would have cost thousands of dollars back in the 80's, especially with my requirement that this magazine should look good. I've said this before, but it's a great time to be in the RPG hobby, and also a great time to play first edition AD&D. This industry is huge – the role-playing game industry is bigger than Hollywood.

Have any of you seen the playtests for what they're calling D&D Next yet? (I know, it's not my favorite option for a name either.) If you take a look at it you'll see familiar things, which should come as no surprise as the lead designer has spoken on his blog about how much he's enjoyed playing first edition again. The reality is that 4th edition, which got a lot of derision, wasn't built on D&D but instead on a miniatures game with a subset of the D&D rules. (Something like D&D Tactics, from what I've heard.) The goal in the next version is to get back closer to the game we know and love. I'm getting the impression that this is a "do or die" release. But at least someone has finally figured out how much value there is in their old intellectual property. (It's just far too much to hope that someone saw my editorial in an early issue and decided to take my suggestion, as this was too good a business decision to pass up) The original game, what's often called the "white box" version, got its own shiny re-release, so this pretty much leaves the Basic/Expert/Companion/Master/Immortal game and second edition out of the reissue mix for now. I've been told that the PDF reissues of the modules and hardback books are nice , with much better scans, good quality OCR, and far better searchability. The policy of letting those folks who got them in the past still having access to them in their cleaned up versions for no additional charge is far better than I'd have hoped. Do you think this makes up for the bad will they created by pulling all earlier material from the market when they announced 4th edition? I'd like to hear your thoughts on this, and if you think they can patch that hole they created.

Map 2: Temple, Tomb, and Tower

by Fingolwyn



Each issue of **&** has a theme, and our goal is to ensure that at least 60% of the articles match that theme.

Why?

To give our readers as much of a good thing as we can!

Themes for upcoming issues include:

- Character Races
- Inns, Taverns, and Way Stations
- Humanoids

What do YOU want to read?

Our readers should help decide what they read. Send your ideas for themes to: letters@and-mag.com

But … ideas are only half the picture! We need to fill in the other half, the articles! Do your part to keep **&** full of interesting things. Send your articles, monsters, spells, items, and anything else you can think of to: submissions@and-mag.com

Stay tuned for & Issue #9: Spells and Spell Casters

Coming in May 2014!

This issue may include:

Spontaneous Spell Casting

Expanding the Globes of Invulnerability

The Perils of Psionic Blast

Ecology of the Dragon Turtle

Greater Faeries, Part I

Coming in August 2014, Issue #10: Shape Changers

This issue may include:

Ecology of the Werebison

Ecology of the Jagwere

Greater Faeries, Part I

The **& Publishing Group** publishes fantasy role playing game articles, fiction, columns, adventures, and related materials primarily focused on the *Advanced Dungeons & Dragons* ™ game. We also publish for *Advanced Dungeons & Dragons 2nd edition* ™ and all variants of the original *Dungeons & Dragons* ™, plus similar open source game systems including *OSRIC* ™, *Labyrinth Lord* ™, etc.

Article submissions must be in RTF, Microsoft Word, or OpenOffice format. Artistic submissions must be in a common format including JPG, PNG, TIF, and GIF. Other formats may be acceptable, please inquire before submitting. No submissions in non-digital format will be accepted excepting some extreme mitigating circumstances.

Please spell check and proof articles before submitting, and please submit only articles that are completed. Drafts and outlines will be rejected. Please note that **&** will copy edit articles for content or length at staff discretion, although we make every effort to preserve the author's style. Authors will be required to sign a release giving **&** permission to publish their works.

Please no articles or art of pornographic, graphic, or distasteful nature. **&** reserves the right to reject any material deemed objectionable. See the http://www.and-mag.com/ for detailed submission guidelines.